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THE

CHESS PLAYER'S CHRONICLE.

(THIRD SERIES.)

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The Chess Player's Chronicle.

THIRD SERIES.

HORÆ MATUTINÆ.

Scene—THE PHILIDORIAN CHESS ROOMS.

(Time, 1 o'clock P.M.)

PROFESSOR LONG *is sipping a cup of coffee and reading the* Era. DOCTOR MACIVOR *is sitting at a Chess-board, playing over a game between* MORPHY *and* THOMPSON, *from the last number of the* American Chess Monthly, *which is lying before him. At the other end of the room,* Messrs. BEHNES *and* SARTORIUS *are busy over a game.*

THE PROFESSOR. Doctor, if you go on in that way, studying MORPHY'S games, I shall have no chance whatever against you. You ought to have invited me to go over the games with you; let us have fair play, and study them together next time.

THE DOCTOR. It was not with the intention of improving my play that I looked over the game; I only wanted to see if that Mr. THOMPSON, to whom MORPHY gives a Knight, is a strong player; but I am convinced, by what I have seen of his games, that he is not so strong as I am, and I would not mind to play a match with him for a good stake. He makes very few blunders, but a great many weak moves, which shows want of Chess talent, and I think any of our first-rate London players could give him the Knight. HARRWITZ could, with ease, so could BIRD, FALKBEER, CAMPBELL, and others.

THE PROFESSOR. Is it true that the *American Chess Monthly* changes? I have heard it reported.

THE DOCTOR. It changes editors, at any rate, for it announces that Messrs. FISKE and MORPHY retire; although the latter, it seems, only gave his name to the paper. They do not say, however, who will be its future able conductors. You do not know, perhaps, that ANDERSSEN has also retired from the Berlin *Schachzeitung;* there appears to have been a quarrel between ANDERSSEN and MAX LANGE, but I do not exactly know what it was about.

THE PROFESSOR. The close of the year brings a good many changes in the Chess world. The *Telegraph*, an illustrated family paper of Vienna, has lately devoted part of its space to Chess; there

are two large pages of Chess-matter in it. Three games played blindfold by HARRWITZ, and very well played they are.

THE DOCTOR. Have you seen the challenge of KOLISCH to the St. James's Club?

THE PROFESSOR. Yes; but I cannot make it out; if he and that Russian Count with the long name intend to play alone against the whole of the St. James's Club, which, by-the-by, is not very numerous, or if all the French players mean to help him. To say the least of it, it is a very curious challenge; but time will show, I suppose. Have you heard anything lately of Herr KLING?

THE DOCTOR. Yes; he is in Scotland now, giving his lectures upon end-games. I hear he was well received there. He intends to go over to Ireland, and explore the Chess-soil of MACDONNELL'S native country, whose sons, however (the country is not MACDONNELL'S), during the last twenty years, have had no representing star of any magnitude on the Chess horizon; but *voici venir* our Irish champion.

Enter CAPTAIN O'MILLAN.

CAPTAIN O'MILLAN (*on entering the room looks all around; nods to every one present; takes off his gloves, great-coat, and hat; and looking at the blazing fire in the grate, nods approvingly to the fire*). Good fire this, and pleasant in a cold winter's day, gentlemen. I bring you here a new publication, *The Drawing-Room, a Dilettanti Review*—capital paper—with a Chess article, price sixpence; rather high, in these bad times, but then, I suppose, it will contain better stuff than we find in the cheap publications. Pity Mr. SCRIBBLER is not here, to solve that problemn by WORMALD; he is a good problem-maker, they say. Just look at it, Doctor; it is in three moves.

[*The Doctor takes the Magazine, sets up the problem, and studies it; mumbling from time to time, "Three moves, three moves."*]

THE PROFESSOR. This cold weather is very pleasant for Chess-players, bringing them together in the morning to a cosy game; but I am afraid the poor will sadly feel it. It must be very hard I suppose upon the wretched ribbon-weavers in Coventry, who are out of work all the time, and live upon charity, which is, I fear, as cold as the weather.

THE CAPTAIN. Have you heard anything of PAULSEN'S arrival in Europe or his movements? it was announced in *The Era*, six weeks ago, that he is daily expected on the continent.

THE PROFESSOR. If the PRINCE OF WALES took a month for his passage, why should not PAULSEN take two; till now he is *non inventus*.

THE DOCTOR (*who, during the last few minutes had made most extraordinary telegraphic movements with his hands and arms, to the*

great edification of the lookers on, calls out). Bless me, if that problem is not cooked; why, White mates in two moves. Look here, Bishop takes Bishop, and whatever Black does he is mated next move.

THE PROFESSOR (*looking at board*). So he is, so he is.

THE CAPTAIN. By jingo, right again, Doctor. I wonder how the editors have managed to let such a blunder creep into their first number.

THE DOCTOR. Such things will happen in the best regulated families. Look at the last number but one of *The Illustrated London News*, where a problem of the REV. MR. BOLTON is introduced with such a flourish—a splendid check-mate in six moves. It was not to be solved at all, being wrongly printed. Scores of players puzzled their brains in vain. What an amount of mental labour lost,

THE PROFESSOR. I have edited for some time a periodical; few people are aware of the difficulty of bringing out a first number, so I do not wonder at all at a mistake or a misprint, whichever this may be; but I have heard the conductors of this new periodical are very able men, and we have therefore every reason to expect something good.

Enter MR. GRUMBLE, *coughing and sneezing.*

THE PROFESSOR. Hallow, Mr. Grumble, you have a bad cold, if you sleep with your window open all the year round, as you once told us, I do not wonder that you get catarrhal affections, the Doctor here will tell you that it won't do in London.

MR. GRUMBLE. I went to Regent's Park yesterday and looked at the skaters, where I saw our young Scotch friend who plays Chess here occasionally; there, I suppose, I caught my cold.

THE DOCTOR. Then I am mistaken. I supposed you caught cold by playing skittles with your coat off.

MR. GRUMBLE. You know very well that I never play skittles or anything else.

THE CAPTAIN. Now, Doctor, we are all three here to-day, now let us hear your argument out. Mr. LONG will also have the benefit of it, as I have told him your respective opinions, and he seems to side with you.

THE DOCTOR. I have no objection, but let us see; on a former occasion I have explained to you how I became so fond of the game, and promised to explain to you why that game has such allurements for a thinking man.

MR. GRUMBLE. You must also prove that playing Chess is not a useless loss of time.

THE CAPTAIN. Lead on, Doctor. We will follow you into the breach.

THE DOCTOR. Be it so, Mr. Grumble. I shall try to prove to you that playing Chess can no more be considered a loss of time than your reading the *Daily News*, of which you are so fond, or any other publication whatever, literary or scientific. Before we can decide whether a certain occupation is a loss of time or not, we must determine what is meant by loss of time. Now loss of time in my opinion is, whenever we employ our mental or physical powers in such a way, that no useful result whatever is obtained; if there be some benefit gained, however small, then there is only a comparative loss of time. As an example of absolute loss of time, I can give you the work of the prisoners in our prisons upon the treadmill; as an example of comparative loss of time, the work of our missionaries in India, or in converting the Jews. Can Chess be considered as absolute loss of time? This is the first question; is it not so, Mr. Grumble?

MR. GRUMBLE. Well, I shall admit your distinction if it were only for argument's sake.

THE DOCTOR. No, you must admit it unconditionally, or else I shall put my argument into another shape.

MR. GRUMBLE. Agreed then; I will admit it unconditionally.

THE DOCTOR. I have mentioned, before, our physical and mental powers. Every well-constituted man, and woman also, when awake, must employ, one way or other, his mental or his physical powers, or both together. In common parlance he must do something: the vulgar saying, "he does nothing," is altogether a fallacy, for it is impossible for any one in his waking state to do nothing; he may be physically doing nothing, but mentally he must be doing something. True, there is as great a difference in the result of mental activity, and perhaps a greater than in that of our physical; in both cases there will be absolute loss of time, if the result be nothing, or in other words, no end is obtained. Now, in Chess, every player has some aim in view, which certainly may differ, according to the character of each individual player. One's object may be the recreation of the mind, by changing the subject of his usual occupation; thus, the law student, having been all day poring over *Blackstone*, may find, after dinner, quite a relief in the pages of the CHESS PLAYER'S CHRONICLE, and pass the evening playing Chess with the CAPTAIN, instead of reading, as he intended in the morning, *Campbell's Lives of the Lord Chancellors*. The mathematician, whose head is actually aching from the efforts he has made in solving a mathematical problem, upon which he has been engaged eight hours without intermission, will think it a relaxation of the mind to pass an additional hour in finding out the solution of Campbell's last problem (not the Lord Chancellor's). You may shake your head, Mr. Grumble; change in mental occupation is a real relaxation, and so it is in physical occupation. The blacksmith who has been standing all day over the

anvil, and whose muscular arm begins at last to tire under the weight of the heavy hammer, you will often find him, on a fine summer's evening, foremost amongst the players in the skittle-ground, thinking it a famous recreation to dash the heavy ball—the very lifting of which would make your arm ache—in among the pins, which fall right and left, as did the Tartar horsemen when charged by our cavalry. Whilst Chess, as I say, serves for one, as a relaxation for the mind from his usual occupation, for another, it is an exercise for the mental. To the young man, whose powers of combination and concentration have not yet reached their mature state, Chess is an excellent stimulant; and therefore he that plays Chess in order to strengthen his mental faculties, dose not lose his time: the study of mathematics is too dry for a beginner, and does not allow him to persevere so long at it, and is in that respect less efficient than the study of Chess. I now come to a third class of players, for whom Chess is simply an occupation of the mind; with them Chess is a sort of lightning conductor. The game is of so attention-absorbing a nature that it diverts the mind from all extraneous subjects—the cares and troubles of daily life are forgotten over the Chess-board. I have seen many players, who for hours sat over the Chess-board, their face full of animation, not bestowing a single glance upon those present in the room; when they left the table, all animation had fled from their faces, their countenances bore a brooding, melancholy expression; the cares and troubles were evidently uppermost in their minds. For them Chess was, as I said before, a sort of lightning conductor, which turned, for the time, the miseries of their life into another channel. For them Chess was evidently so much time gained.

Enter HERR MILLER.

But here comes HERR MILLER, with whom I am under an engagement to play out a match; you must, therefore, allow me, MR. GRUMBLE, to postpone the rest of my engagement to another meeting.

MR. GRUMBLE. Most willingly, Doctor: but what you have said to-day has not convinced me at all.

THE DOCTOR. You are a hardened sinner, Mr. Grumble; but at any rate I hope I have shaken your disbelief.

MR. GRUMBLE (*who is already deeply absorbed in the columns of the Daily News*). Not that I am aware of.

[*The Doctor and Herr Miller are preparing for battle at one table, the Professor and the Captain at another; an absolute silence prevails.*]

To the Editor of the CHESS CHRONICLE.

DEAR SIR,—In looking over JAENISCH'S *Analysis of the Lopez Counter Gambit*, in the Variation of second player's 4th move (see

Walker's Translation, page 160), the following moves having occurred:—

1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. P. to Q. third
3. B. to Q. B. fourth	3. P. to K. B. fourth
4. P. to Q. fourth	4. P. to Q. B. third

followed by

5. B. takes Kt.	5. R. takes B.
6. Q. P. takes P.	6. P. to K. fifth
7. Kt. to Kt. fifth	7. B. takes P.
8. Kt. takes R. P.	8. B. to K. second

he recommends White to move "P. to R. fourth," "retaining the Pawn with a good game." If he had looked a few moves further, he would have seen that this move would not be sound, as follows:—

9. P. to R. fourth	9. R. to R. square
10. Kt. to Kt. fifth	10. B. takes Kt.
11. B. takes B.	11. Q. takes B.
12. P. takes Q.	12. R. takes R. &c.

The simplest mode of saving the Kt. would be to retire it at once to

9. Kt. to Kt. fifth	9. B. takes Kt.
10. Q. to R. fifth (check)	10. Q. takes B.

Black's best move, however, would be

	9. R. to R. square

and White can only move his

Kt. to R. third	B. takes Kt.
P. takes B.	R. takes P.

losing his gained Pawn with a bad position. White has two other moves by which he can save his Kt.—

9. Q. to R. fifth (check)	9. P. to Kt. third
10. Q. to R. sixth	

the other being—

9. P. to K. B. fourth	9. P. takes P. *en pass.*
10. Q. takes P.	10. If B. takes B. P.
11. Castles	

with a good game. If

	10. B. takes Kt.
11. Q. to R. fifth (check)	

These few remarks may not be useless should the first eight moves occur to any one in play, as they did to myself in a game by correspondence, when I discovered the unsoundness of JAENISCH'S 9th move in time.

I am, dear Sir,

GRASSENDALE PARK, *Dec* 1, 1860.

Your obedient Servant,
H. F. PENNY.

Continuation of the Match between Messrs. BRIEN and GOCHER.

GAME XI.

(*Philidor's Defence.*)

White. (Mr. BRIEN.)	*Black.* (Mr. GOCHER.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. P. to Q. third
3. P. to Q. fourth	3. P. takes P.
4. Q. takes P.	4. Q. Kt. to B. third
5. B. to Q. Kt. fifth	5. B. to Q. second
6. B. takes Kt.	6. B. takes B.
7. B. to K. Kt. fifth (*a*)	7. P. to K. B. third
8. B. to K. third	8. Kt. to K. second
9. Q. Kt. to B. third	9. Kt. to K. Kt. third
10. Castles (Q. R.)	10. B. to K. second
11. Q. to Q. B. fourth	11. Kt. to K. fourth
12. Kt. takes Kt.	12. K. B. P. takes Kt.
13. P. to K. R. fourth (*b*)	13. Q. to Q. second
14. Kt. to Q. fifth	14. P. to Q. R. third
15. R. to Q. third	15. B. takes Kt.
16. Q. takes B.	16. Q. to Q. Kt. fourth
17. Q. to K. sixth (*c*)	17. Q. to Q. second
18. Q. to Q. B. fourth	18. B. to K. B. third
19. R. to Q. B. third	19. R. to Q. B. square
20. K. R. to Q. square (*d*)	20. B. takes R. P.
21. R. to K. R. square	21. B. to K. B. third
22. R. takes R. P.	22. R. takes R.
23. Q. to K. Kt. eighth (check)	23. K. to K. second
24. Q. takes R.	24. Q. to K. Kt. fifth
25. Q. to K. B. fifth (*e*)	25. Q. takes Q.
26. P. takes Q.	26. K. to Q. second
27. R. to Q. Kt. third	27. P. to Q. Kt. third
28. R. to Q. Kt. fourth	28. P. to Q. fourth
29. R. to K. Kt. fourth	39. K. to K. second
30. R. to K. Kt. sixth	20. K. to K. B. second
31. P. to K. Kt. fourth	31. P. to Q. fifth
32. B. to K. Kt. fifth	32. R. to K. R. square
33. K. to Q. second	33. R. to K. R. seventh
34. K. to K. second	34. B. takes B.

35. R. takes B.	35. P. to K. fifth
36. R. to K. Kt. sixth	36. P. to K. sixth
37. R. to Q. B. sixth	37. R. takes P. (check)
38. K. to K. square	38. R. to K. Kt. seventh
39. R. takes P. (check)	39. K. to B. third
40. R. to B. sixth (check)	40. K. to K. fourth
41. K. to B. square	41. R. to Q. seventh
42. K. to K. square	42. R. to K. R. seventh
43. K. to B. square	43. K. to B. fifth
44. P. to K. B. sixth	44. P. to K. seventh (check)
45. K. to K. square	45. K. to B. sixth

And White resigned.

Notes.

(*a*) This is a useless move; if White intends to Castle on Queen's, as it seems to have been the case in this game. "B. to K. B. fourth," instead, would have been better.

(*b*) We must confess we cannot see the gist of this move, as it is evident that Black can have no idea of Castling on King's side.

(*c*) Why not "Q. takes Q.," which would have given White at once the better game.

(*d*) A combination which did not turn out well.

(*e*) "P. to Q. Kt. third" would have been preferable, as White would have had at last as good a position as Black.

Game XII.

Between the same Opponents.

Black. (Mr. Gocher.)	*White.* (Mr. Brien.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. P. takes P.
4. Kt. to K. B. third	4. B. to Q. third
5. B. to Q. third	5. Kt. to K. B. third
6. Castles	6. P. to K. R. third
7. Kt. to Q. B. third	7. Castles
8. P. to K. R. third	8. B. to K. third
9. B. to K. third	9. Kt. to Q. B. third
10. P. to Q. R. third (*a*)	10. P. to Q. R. third
11. Q. to Q. second	11. R. to K. square

12. Kt. to K. R. second	12. B. takes Kt. (check) (*b*)
13. K. takes B.	13. Kt. to K. second
14. R. to K. Kt. square	14. Kt. to K. B. fourth
15. B. takes Kt. (*c*)	15. B. takes B.
16. P. to K. B. third	16. Kt. to K. R. second
17. P. to K. Kt. fourth	17. B. to Q. B. square
18. P. to K. B. fourth	18. P. to Q. B. third
19. P. to K. Kt. fifth	19. P. takes P.
20. P. takes P.	20. B. to K. B. fourth
21. Q. R. to K. B. square	21. B. takes Q. B. P. (*d*)
22. B. to K. B. fourth	22. B. to K. Kt. third
23. P. to K. R. fourth	23. Q. to Q. second
24. B. to K. fifth	24. P. to Q. B. fourth
25. Q. to Q. square	25. Kt. to K. B. square
26. P. to K. R. fifth	26. B. to K. fifth
27. P. to K. R. sixth	27. P. to K. Kt. third
28. R. to K. B. fourth	28. B. to K. B. fourth
29. R. to K. square (*e*)	29. P. to Q. B. fifth
30. R. to K. Kt. square	30. K. to K. R. second (*f*)
31. Q. to K. B. third (*g*)	31. B. to K. third
32. R. to K. B. square	32. R. to K. second
33. R. to K. B. sixth	33. P. to Q. Kt. fourth
34. Q. to K. Kt. third (*h*)	34. Q. R. to Q. square
35. R. from B. sixth to B. second	35. K. R. to K. square
36. B. to Q. B. seventh	36. R. to Q. B. square
37. B. to K. fifth	37. P. to K. B. fourth (*i*)
38. P. takes P. (in passing)	38. B. to K. B. second
39. Kt. to K. second	39. R. to Q. B. third
40. Kt. to K. B. fourth	40. Kt. to K. third
41. Kt. takes Kt.	41. Q. R. takes Kt.
42. R. to K. square	42. P. to Q. R. fourth
43. Q. to Q. B. third	43. Q. to Q. R. second
44. K. to K. Kt. third	44. Q. to Q. Kt. third
45. P. to Q. Kt. fourth	45. P. to Q. R. fifth

And the game was drawn.

Notes by the Chess editor of the Drawing Room.

(*a*) This move is played in order to prevent the perilous counter-attack which would arise from the advance of the hostile Knight, if Black had at once posted his Queen on her second square.

(*b*) White has a choice of evils—that is to say, submission to immediate or future disaster. In the text he prefers taking his chance for the main result to encountering the imminent danger which would attend the advance of Black's King's Bishop's Pawn.

(*c*) The first player shows considerable judgment and foresight in this, and also his next move. Perhaps he might after all have advanced his K. Kt. Pawn with safety, but the following variations will prove that the critical positions springing therefrom were weighed in a true balance by Mr. Gocher. Let us suppose:—

15. P. to K. Kt. fourth	15. Kt. takes K. Kt. P. (check)
16. P. takes Kt.	

Clearly the Rook cannot take the Knight with advantage.

	16. Q. to K. R. fifth (check)
17. K. to K. Kt. second	17. Q. takes K. Kt. P. (check)
18. K. to K. B. square	

If the K. retreats to his Rook's file, White can draw the game by perpetual check.

	18. Q. to K. R. sixth (check)
19. K. to K. second	

Black has also the choice of two other moves, "K. to K. square," and "R. to K. Kt. second." The latter would meet with a satisfactory answer in "Kt. to K. R. fifth." In such a contingency Black might, it is true, move forward his King's Bishop's Pawn to the Bishop's third square, but even then White would obtain an equivalent by the simple capture of that Pawn. The merits of "K. to K. square" are of a different order. It is the only true move of which the position admits, but leads to such intricate complications that Mr. Gocher did well in declining to unravel them.

We will now, without entering upon that which our space would forbid us developing with requisite accuracy, exhaust the analysis of the simpler move before us:—

	19. Kt. takes P. (check)
20. K. to Q. square	

This is the best resource.

	20. Kt. to K. B. sixth
21. R. to K. Kt. third	

If Black prefer "B. takes K. R. P." White's policy would be to capture the Rook, and decline the apparent gain accruing from "Kt. takes Q."

	21. Q. to K. R. eighth (check)
22. K. to K. second	

White can now mate in two moves.

(*d*) An attempt is here made to oppose superiority of force to advantage in position.

(*e*) The careful reader will justly estimate the value of the wily and well-considered moves which are now made; the common-place critic will perhaps call them "moves forwards and backwards."

(*f*) This was the result of long-protracted deliberation. It seems, however, to us, that "Kt. to K. R. second," although at first sight a perilous mode of play, would perhaps have been safer.

(*g*) By this excellent stroke of attack, Black prevents the advance of his enemy's Pawn on the Queen's side. In addition to this, he at once increases the difficulties of his opponent's defence.

(*h*) If Mr. Gocher had now taken the Bishop with his Rook, he would have had little difficulty in winning the present game.

(*i*) The advance of this Pawn is an important step towards the rescue of White's enthralled forces.

GAME XIII. LAST GAME IN THE MATCH.

Between the same Opponents.

(*Queen's Knight's Opening.*)

White. (Mr. BRIEN.)	*Black.* (Mr. GOCHER.)
1. P. to K. fourth	1. P. to K. fourth
2. Q. Kt. to B. third	2. K. Kt. to B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. third	4. P. to Q. B. third
5. K. Kt. to B. third	5. P. to Q. third
6. P. to K. R. third	6. P. to Q. Kt. fourth
7. B. to Q. Kt. third	7. Q. to Kt. third
8. Castles	8. B. to K. third
9. Kt. to K. second	9. Q. Kt. to Q. second
10. Kt. to K. Kt. third	10. P. to Q. fourth
11. P. to Q. B. third	11. Q. to Q. B. second
12. Kt. to Kt. fifth	12. P. to K. R. third
13. Kt. takes B.	13. P. takes Kt.
14. P. to Q. R. fourth	14. P. takes R. P.
15. Q. R. takes P.	15. P. to K. Kt. fourth
16. P. takes Q. P.	16. Q. B. P. takes P.
17. Kt. to R. fifth	17. Kt. takes Kt.
18. Q. takes Kt. (check)	18. K. to K. second
19. P. to Q. fourth (*a*)	19. B. to Kt. third
20. R. to K. square	20. Q. R. to K. Kt. square
21. P. takes K. P.	21. Kt. to Q. B. fourth
22. Q. to Q. square (*b*)	22. Kt. takes R.
23. B. takes Kt.	23. R. to K. B. square
24. B. to K. third	24. B. takes B.
25. R. takes B.	25. R. to K. B. fourth
26. Q. to K. second	26. K. R. to K. B. square
27. P. to K. B. third	27. Q. to Kt. third
28. K. to R. square	28. R. to K. B. fifth
29. P. to Q. Kt. third	29. R. to Q. square
30. Q. to Q. third	30. R. to K. B. fourth
31. P. to K. Kt. fourth	31. R. to K. B. second
32. K. to Kt. second	32. P. to Q. fifth
33. R. to K. fourth	32. P. takes Q. B. P.
34. Q. takes P.	34. R. to Q. eighth

35. R. to K. third	35. R. to K. B. square
36. Q. to Q. B. second	36. R. to Q. R. eighth
37. Q. to Q. third	37. Q. to Q. square
38. Q. to Q. Kt. fifth	38. Q. to Q. seventh (check)
39. R. to K. second	39. Q. to Q. fourth
40. Q. to Kt. fourth (check)	40. K. to B. second
41. R. to Q. second	41. Q. takes K. P.
42. R. to Q. seventh (check)	42. K. to Kt. square
43. Q. to Q. second	43. R. to K. eighth

And White resigned the Game and Match.

Notes.

(*a*) "B. to K. third" would have been far preferable, for, if "B. takes B." White gets an open file for the Rook; if Black retires his "B. to Q. Kt. third," White obtains a better position by exchanging Bishops.

(*b*) Giving up the exchange here is as good as giving up the game.

One of the thirteen Games played simultaneously by Herr LÖWENTHAL, at the Bristol Athenæum, Nov. 6, 1860.

White. (Mr. T. J. GRINFIELD.)	*Black.* (Herr LÖWENTHAL.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Kt. to B. third
3. B. to Q. Kt. fifth	3. Kt. to Q. fifth
4. K. Kt. takes Kt.	4. P. takes Kt.
5. Castles	5. P. to Q. B. third
6. B. to Q. B. fourth	6. P. to Q. third
7. P. to Q. third	7. K. Kt. to B. third
8. B. to K. Kt. fifth	8. B. to K. third
9. B. to Q. Kt. third	9. B. to K. second
10. Kt. to Q. second	10. Castles
11. P. to K. R. third	11. P. to Q. R. fourth
12. P. to Q. B. third	12. P. takes P.
13. P. takes P.	13. Q. to Q. second
14. B. takes B.	14. P. takes B.
15. P. to K. B. fourth	15. P. to K. R. third
16. B. to K. R. fourth	16. P. to Q. Kt. fourth
17. P. to K. B. fifth	17. Q. to Q. R. second (check)

18. B. to K. B. second	18. Q. to Q. second
19. Q. to Q. Kt. third	19. P. to Q. fourth
20. P. to K. fifth	20. K. Kt. to R. second
21. P. takes P.	21. Q. takes P.
22. P. to Q. fourth	22. B. to K. Kt. fourth
23. Q. to Q. square	23. B. takes Kt.
24. Q. takes B.	24. Kt. to K. Kt. fourth
25. Q. to K. third	25. Kt. to K. fifth
26. P. to Q. R. third	26. K. R. to B. second
27. B. to K. R. fourth	27. Q. R. to K. B. square
28. K. R. takes R.	28. R. takes R. (*a*)
29. B. to Q. eighth	29. Q. to K. Kt. third
30. R. to K. B. square (*b*)	30. P. to Q. R. fifth
31. R. takes R.	31. Q. takes R.
32. B. to Q. R. fifth	32. Q. to K. R. fourth
33. Q. to K. B. third	33. Q. takes Q.
34. P. takes Q.	34. Kt. to Q. seventh
35. K. to B. second	35. K. to B. second
36. K. to K. second	36. Kt. to Q. B. fifth
37. B. to Q. Kt. fourth	37. P. to K. Kt. third
38. P. to K. B. fourth	38. K. to K. third
39. K. to B. third	39. K. to B. fourth
40. K. to K. second	40. Kt. to Q. Kt. third (*c*)
41. K. to B. third	41. Kt. to Q. R. square
42. B. to Q. R. fifth	42. P. to K. R. fourth
43. B. to Q. eighth	43. P. to K. R. fifth
44. K. to K. third (*d*)	44. K. to K. third
45. K. to B. third	45. K. to B. fourth
46. K. to K. third	

And the game was drawn.

Notes.

(*a*) We believe "Q. takes R." would have proved much stronger, as it would have prevented "B. to Q. eighth," and have still kept White's R. out of play.

(*b*) "B. takes P." would have proved immediately fatal.

(*c*) Had Black captured the K. B. P., he would have lost the game by "P. to K. sixth," &c.

(*d*) We do not see that any advantage would have accrued to White had he captured the K. R. P. either on this or the following moves.

Game played between Herr HARRWITZ and Mr. BURDEN, the former giving the odds of Pawn and two moves.

(*Remove Black's K. B. P.*)

White. (Mr. BURDEN.)	*Black.* (Herr HARRWITZ.)
1 { P. to K. fourth / P. to Q. fourth }	1. P. to K. third
2. B. to Q. third	2. P. to Q. B. fourth
3. P. to K. fifth	3. P. to K. Kt. second
4. P. to K. R. fourth	4. P. takes P.
5. B. to Q. second	5. B. to Kt. second
6. P. to R. fifth	6. Kt. to K. second
7. P. takes P.	7. P. takes P.
8. R. takes R.	8. K. takes R.
9. Q. to Kt. fourth	9. K. to B. second
10. K. Kt. to B. third	10. Q. Kt. to B. third
11. Q. Kt. to R. third	11. P. to Q. third
12. Q. to B. fourth (check)	12. Kt. to B. fourth
13. Kt. to Kt. fifth (check)	13. K. to Kt. square
14. Q. to R. second	14. Q. to K. second
15. P. takes P.	15. Kt. takes P.
16. B. takes P.	16. P. to K. fourth
17. Q. Kt. to B. fourth	17. B. to B. fourth
18. Kt. takes Kt.	18. B. takes B.
19. Q. Kt. to B. seventh	19. B. to Kt. second
20. Kt. to R. sixth (check)	20. B. takes Kt.
21. Q. takes B.	21. Q. to Kt. second
22. Q. takes Q.	22. K. takes Q.
23. P. to Q. B. third	23. R. to K. R. square
24. Castles	24. R. to R. seventh
25. P. takes P.	25. Kt. takes P.
26. R. to K. third	26. R. takes P.
27. B. takes Kt.	27. P. takes B.
28. Kt. to K. sixth (check)	28. K. to B. third
29. Kt. to B. fourth	29. R. takes P.
30. Kt. takes B.	30. K. takes Kt.
31. R. takes P.	

And the game was declared drawn.

No. 121. Problem by T. GOCHER, Esq.

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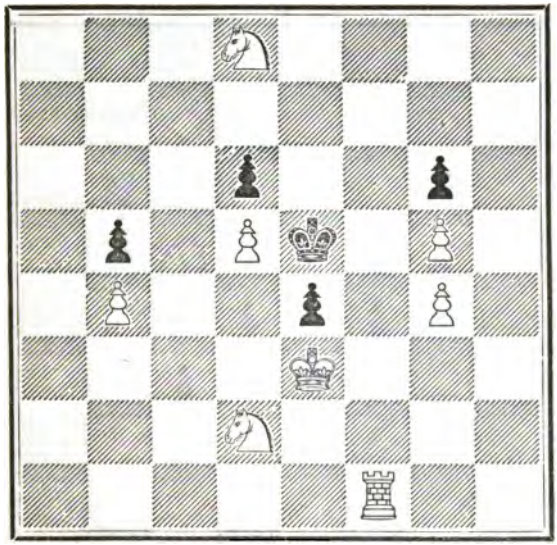

WHITE.

White to play, and mate in four moves.

No. 122. Problem by F. G. RAINGER, Esq., Norwich.

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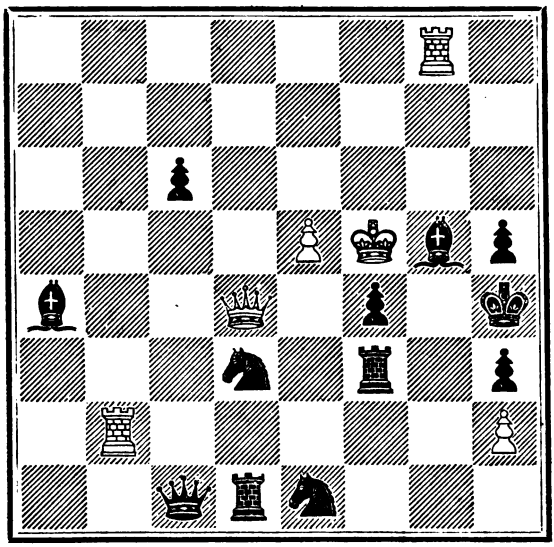

WHITE.

White to move, and mate in five moves.

No. 123. Problem altered from an Oriental Manuscript, by Dr. DUNCAN FORBES.

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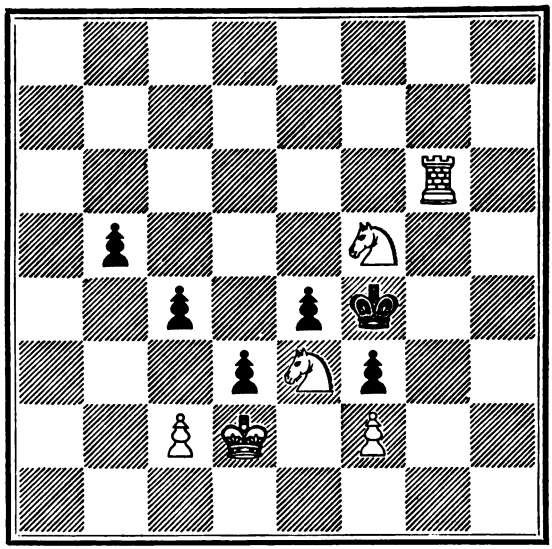

WHITE.

White to move, and mate in five moves.

No. 124. Chess Study by A. ZYTOGORSKI.

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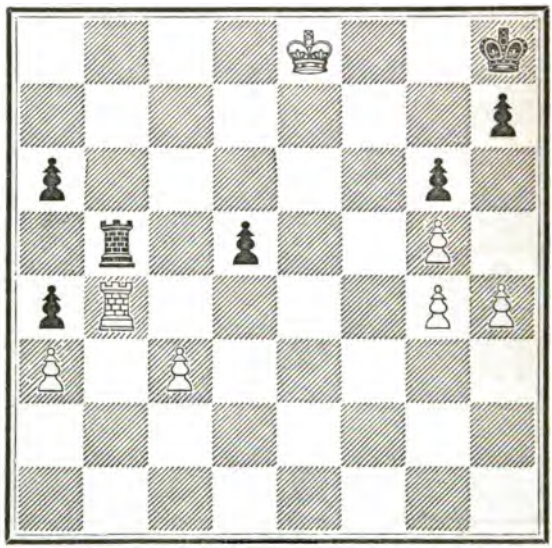


WHITE.

White to move, and mate in nine moves.

GAMES BETWEEN ANDERSSEN AND KOLISCH.

In our September Number, 1860, we have given three of the Games played between these two Champions; we now give three more, and in our next Numbers we shall give the remaining five.

GAME IV.

(Evans' Gambit.)

White. (Herr KOLISCH.)	*Black.* (Herr ANDERSSEN.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Q. Kt. P.
5. P. to Q. B. third	5. B. to Q. B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. P. to Q. fifth	9. Kt. to Q. R. fourth
10. P. to K. fifth	10. Kt. to K. second (*a*)
11. R. to K. square	11. Kt. takes B. (*b*)
12. Q. to Q. R. fourth (check)	12. Q. to Q. second
13. Q. takes Kt.	13. Castles
14. B. to K. Kt. fifth (*c*)	14. P. takes P.
15. Kt. takes P. (*d*)	15. Q. to K. B. fourth
16. B. to K. R. fourth	16. Kt. to K. Kt. third
17. B. to K. Kt. third	17. B. takes P. (check)
18. B. takes B.	18. Kt. takes Kt.
19. Q. takes Q. B. P.	19. Kt. to Q. sixth
20. R. to K. B. square	20. Kt. takes B.
21. R. takes Kt.	21. Q. takes P.
22. Kt. to Q. B. third	22. Q. to Q. B. third
23. Q. to K. Kt. third	23. B. to K. third
24. Q. R. to K. square	24. P. to K. B. fourth
25. Kt. to K. second	25. B. takes Q. R. P.
26. Kt. to Q. fourth	26. Q. to Q. Kt. third
27. Q. to K. B. fourth	27. Q. R. to K. square
28. R. takes R.	28. R. takes R.
29. P. to K. R. third	29. B. to K. third
30. K. to R. second	30. R. to Q. square
31. Kt. takes P.	31. B. takes Kt.

32. Q. takes B.	32. Q. to Q. third (check)
33. K. to R. square	33. R. to K. B. square
34. Q. to Q. B. second	34. R. takes R.
35. Q. takes R.	35. Q. to Q. Kt. square
36. P. to K. R. fourth	36. P. to Q. Kt. fourth
37. Q. to Q. R. second (check)	37. K. to R. square
38. P. to K. R. fifth	38. P. to K. R. third
39. Q. to Q. Kt. third	39. P. to Q. Kt. fifth
40. K. to K. Kt. square	40. P. to Q. R. fourth
41. K. to K. B. second	41. Q. to Q. Kt. fourth
42. Q. to K. B. seventh	42. P. to Q. Kt. sixth
43. Q. to K. B. eighth (check)	43. K. to R. second
44. Q. to K. seventh	44. Q. to K. B. fourth (check)

And White resigns.

Notes.

(*a*) Black has made the correct defence up to this point, as we have given it in our analysis of the *Evans' Gambit*. *See* June Number, 1860, page 162.

(*b*) Castling at this point seems to us still safer, as it leaves less attack to White. Herr Kolisch has not chosen the strongest mode of continuing the attack.

(*c*) "Kt. to Q. B. third" would have been stronger.

(*d*) This is weak, as it gives the attack in Black's hands. The only way of keeping the attack up was to play "B. takes Kt.," followed by "R. takes P."; and although Black would still have had the better game, White's position would have been by no means desperate. As it is, White may have as well resigned.

Game V.

Between the same Opponents.

(*Evans' Gambit.*)

White. (Herr Anderssen.)	*Black.* (Herr Kolisch.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Q. Kt. P.
5. P. to Q. B. third	5. B. to Q. R. fourth (*a*)
6. P. to Q. fourth (*b*)	6. P. takes P.
7. Q. to Q. Kt. third	7. Q. to K. B. third
8. Castles	8. K. Kt. to K. second

9. P. takes P. (*c*)	9. Castles
10. B. to Q. Kt. second (*d*)	10. P. to Q. third
11. P. to Q. fifth	11. Kt. to K. fourth
12. Kt. takes Kt.	12. P. takes Kt.
13. P. to K. B. fourth	13. B. to Q. Kt. third (check)
14. K. to R. square	14. Q. to K. Kt. third
15. Kt. to Q. second (*e*)	15. P. takes P.
16. R. takes P.	16. B. to Q. second
17. Kt. to K. B. third	17. Q. to K. R. third
18. R. to K. R. fourth	18. Q. to K. sixth
19. Q. to Q. B. second	19. Kt. to K. Kt. third
20. Q. R. to K. square	20. Q. to K. B. seventh
21. Q. to Q B. third	21. P. to K. B. third
22. R. to K. R. fifth	22. B. to K. Kt. fifth
23. R. to K. Kt. fifth	23. B. takes Kt.
24. P. takes B.	24. B. to Q. fifth
25. Q. takes B.	25. Q. takes Q.
26. B. takes Q.	26. P. takes R.
27. K. to K. Kt. second (*f*)	27. K. R. to K. square
28. P. to K. fifth	28. Q. R. to Q. square
29. K. to K. B. second	29. Kt. to K. B. fifth
30. R. to Q. Kt. square	30. P. to Q. Kt. third
31. P. to Q. sixth (dis. check)	31. K. to K. B. square
32. B. to Q. B. third	32. P. takes P.
33. P. takes P.	33. R. to Q. B. square (*g*)
34. B. takes K. Kt. P. (check)	34. K. takes B.
35. P. to Q. seventh	35. K. R. to Q. square
36. P. takes R. queening	36. R. takes Q.
37. B. to Q. Kt. third	37. R. to Q. square
38. K. to K. third	38. K. to K. B. third
39. B. to Q. B. fourth	39. K. to K. fourth
40. P. to K. R. fourth (*h*)	40. Kt. to K. Kt. seventh (check)
41. K. to K. B. second	41. Kt. takes P.
42. R. to K. square (check)	42. K. to K. B. fifth
43. R. to K. fourth (check)	43. K. to K. B. fourth
44. R. to K. seventh	44. R. to Q. fifth
45. B. to K. Kt. eighth	45. R. to Q. sixth
46. B. takes P. (check)	46. K. to K. B. third

47. B. takes R.	47. K. takes R.
48. K. to K. Kt. third	48. K. to K. B. third
49. P. to K. B. fourth	49. Kt. to K. B. fourth (check)
50. K. to K. B. third	50. P. takes P.
51. K. takes P.	51. Kt. to Q. third
52. B. to K. R. seventh	52. P. to Q. Kt. fourth (*i*)
53. B. to K. Kt. eighth	53. P. to Q. R. fourth
54. K. to K. third	54. K. to K. fourth
55. K. to Q. third	55. Kt. to K. B. fourth
56. B. to K. B. seventh	56. Kt. to Q. fifth
57. B. to K. Kt. eighth	57. Kt. to Q. B. third
58. K. to Q. B. third	58. Kt. to K. second
59. B. to K. B. seventh	59. Kt. to Q. fourth (check)
60. K. to Q. third (*k*)	60. K. to Q. third
61. K. to Q. fourth	61. Kt. to K. second
62. K. to Q. B. third	62. K. to Q. B. fourth
63. K. to Q. Kt. second	63. Kt. to Q. fourth
64. B. to K. Kt. eighth	64. Kt. to K. sixth
65. B. to K. B. seventh	65. K. to Q. Kt. fifth
66. B. to K. Kt. eighth	66. Kt. to Q. B. fifth (check)
67. K. to Q. B. second	67. P. to Q. R. fifth
68. B. to K. B. seventh	68. Kt. to K. sixth (check)
69. K. to Kt. second	69. P. to K. R. sixth (check)
70. K. to Kt. square	70. K. to B. sixth
71. B. to K. eighth	71. P. to Kt. fifth
72. B. to Q. R. fourth	72. K. to Q. seventh
73. B. to Q. Kt. third	73. Kt. to K. B. fourth
74. B. to K. Kt. eighth	74. Kt. to Q. fifth
75. B. to K. B. seventh	75. Kt. to Q. Kt. fourth
76. B. to Q. Kt. third	76. Kt. to Q. B. sixth (check)
77. K. to Q. R. square	77. K. to Q. B. eighth
78. B. to Q. R. fourth	78. Kt. to K. seventh
79. B. to Q. Kt. third	

And the game was drawn.

Notes.

(*a*) This move was generally played in former times, but is by no means sound; we firmly believe that the second player, after this move, cannot save the game if the first player conducts the attack properly; the present game cannot serve as an illustration neither *pro* nor *contra*, as it abounds in mistakes.

(*b*) This is the proper way of continuing the attack, as well as the two next moves of Herr Anderssen.

(*c*) "P. to K. fifth" ought to be played first, and then "P. takes P." as it prevents Black from Castling next move.

(*d*) This is a very weak way of continuing the attack in the present variation. "P. to K. fifth" would have been far stronger.

(*e*) Why not "P. to K. B. fifth?" shutting up entirely Black's pieces; indeed, we do not see how Black could have saved his centre Pawn; in consequence of this, and the following two moves, White lost the exchange, and ought to have lost the game.

(*f*) This was a grand oversight on the part of Herr Anderssen, but, strange to say, Herr Kolisch also overlooked the check with the Kt. on R. fifth.

(*g*) A grievous blunder. The last six moves were very finely played by Herr Anderssen, and Black had but one move left now to keep up his advantage, he ought to have played "Kt. to K. third."

(*h*) We would call this another blunder were it not that White had a lost game, and was therefore justified to lay a trap, even if not sound; Black, however, went into the trap, and checked with the Kt., instead of simply taking the P. with P. and winning, as may be seen on analysis.

(*i*) It is in vain that Herr K. tries to win the game which is drawn by its nature. White, however, has admirably defended this end-game.

(*k*) The *Regence* makes a note at this move, saying that White could have also taken the Kt. and drawn. The game, as we have said above, was drawn by its nature, still, taking the Kt. would have simplified the position.

GAME VI.

Between the same Opponents.

(*Evans' Gambit.*)

White. (Herr ANDERSSEN.)	*Black.* (Herr KOLISCH.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Q. Kt. P.
5. P. to Q. B. third	5. B. to Q. R. fourth
6. P. to Q. fourth	6. P. takes P.
7. Q. to Q. Kt. third	7. Q. to K. B. third
8. Castles	8. P. to Q. third (*a*)
9. P. to K. fifth	9. P. takes K. P.
10. R. to K. square	10. B. to Q. second (*b*)
11. Q. Kt. to Q. second	11. K. Kt. to K. second
12. Kt. to K. fourth	12. Q. to K. B. fourth
13. Q. B. to K. Kt. fifth	13. Castles (K. R.) (*c*)

14. Kt. to K. R. fourth	14. Q. to K. Kt. fifth
15. P. to K. R. third	15. Q. to R. fourth
16. K. B. to K. second	16. Q. B. to K. third
17. Q. to Q. B. second	17. Q. takes K. B.
18. R. takes Q.	18. P. to K. B. third
19. B. to Q. second	19. Q. R. to Q. square
20. Q. to Q. R. fourth	20. K. Kt. to Q. fourth
21. P. takes P.	21. Kt. takes P.
22. Q. takes B.	22. Kt. takes R. (check)
23. K. to R. second	23. P. to Q. Kt. third
24. Q. to R. third	24. Kt. to Q. fifth
25. R. to Q. B. square	25. P. to Q. R. fourth
26. K. Kt. to K. B. third	26. P. to Q. B. fourth
27. Q. to Q. Kt. second	27. K. Kt. to Q. Kt. fifth
28. B. takes Kt.	28. R. P. takes B.
29. K. Kt. to Q. second	29. P. to K. B. fourth
30. Q. Kt. to K. Kt. fifth	30. B. to Q. fourth
31. K. Kt. to Q. B. fourth	31. K. R. to B. third
32. K. Kt. takes K. P.	32. R. to Q. R. square
33. K. Kt. to Q. seventh	33. K. R. to K. Kt. third
34. Kt. takes Kt. P.	34. Q. R. takes P.
35. Q. takes Kt.	

And Black resigns.

Notes.

(*a*) Although Black has already a bad position, on account of having played "B. to Q. R. fourth" instead of "B. to Q. B. fourth;" a move which, as we have remarked in our notes to the preceding game, cannot be safely made, he ought to have played "Kt. to K. second," rather than the move in the text.

(*b*) "K. Kt. to K. second" would have been still preferable.

(*c*) In consequence of this Castling, Black loses the Q.; "P. to K. R. third" was the move now; but even then, Black had a very bad game. This game strongly illustrates how bad the move "B. to Q. R. fourth" is.

Game between Messrs. J. PIERCE and W. T. PIERCE.

(*King's Gambit.*)

White. (Mr. W. T. PIERCE.)	*Black.* (Mr. J. PIERCE.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.

3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. P. to K. R. fourth	4. P. to K. Kt. fifth
5. B. to Q. B. fourth	5. B. to K. second (*a*)
6. Kt. to K. fifth	6. B. takes P. (check)
7. K. to B. square	7. P. to Q. fourth
8. B. takes Q. P.	8. Kt. to K. R. third
9. P. to Q. fourth	9. P. to Q. B. third
10. B. to Q. Kt. third	10. Q. to K. B. third
11. Kt. to Q. B. third	11. R. to K. Kt. square
12. Kt. to K. second	12. B. to K. Kt. fourth
13. Kt. to Q. third	13. P. to K. B. sixth
14. Q. Kt. to K. B. fourth	14. Q. takes Q. P.
15. P. takes P.	15. P. takes P.
16. Q. takes P.	16. B. to K. Kt. fifth
17. Q. to K. third	17. Q. to K. Kt. second
18. B. to Q. second	18. Kt. to Q. second
19. B. to Q. B. third	19. P. to K. B. third
20. B. takes R.	20. Q. takes B.
21. P. to K. fifth	21. Castles
22. Q. takes P.	22. B. takes Kt.
23. Kt. takes B.	23. Q. to Q. B. fifth (check)
24. Kt. to Q. third	24. Kt. to K. B. fourth (*b*)
25. Q. to Q. R. eighth (check)	25. K. to Q. B. second
26. B. to Q. R. fifth (check)	26. P. covers
27. B. takes P. (check)	27. Kt. takes B.
28. Q. to R. seventh (check)	28. K. to B. square
29. Q. takes Kt.	29. Kt. to K. Kt. sixth (check)
30. K. to Kt. second	30. Q. takes P. (check)
31. K. takes Kt.	31. Q. takes Kt. (check)
32. K. takes B.	

And Black mates in six moves.

Notes.

(*a*) Safe and better than to take the Kt.

(*b*) The *coup juste*.

CHESS IN IRELAND.

Game between the Rev. GEORGE MACDONNELL and the Rev. E. BUCKLEY, played in the Dublin Library Chess Club on 24th August, 1860.

(*Evans' Gambit.*)

White. (Mr. MACDONNELL.)	*Black.* (Mr. BUCKLEY.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to K. B. third	2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. K. B. takes Kt. P.
5. P. to Q. B. third	5. K. B. to Q. B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. K. B. to Q. Kt. third
9. P. to K. R. third	9. K. Kt. to B. third
10. P. to K. fifth	10. P. takes P.
11. Q. B. to Q. R. third	11. K. Kt. to Q. fourth
12. K. R. to K. square	12. Q. B. to K. third
13. K. Kt. takes P.	13. Q. Kt. takes Kt.
14. K. R. takes Kt.	14. P. to Q. B. third
15. K. B. takes Kt.	15. Q. B. P. takes B.
16. Q. Kt. to B. third	16. K. B. to Q. B. second
17. K. R. to K. second	17. P. to Q. R. third
18. Q. to Q. Kt. third	18. K. B. to Q. third
19. Q. B. takes B.	19. Q. takes B.
20. Q. takes Q. P.	20. Q. takes Q.
21. Kt. takes Q.	21. Q. R. to Q. square
22. Q. Kt. to Q. B. seventh (ch.)	22. K. to Q. second
23. Q. Kt. takes B.	23. P. takes Kt.
24. Q. R. to Q. Kt. square	24. P. to Q. Kt. fourth
25. P. to Q. R. fourth	25. Q. R. to Q. Kt. square
26. K. R. to Q. Kt. second	26. K. to Q. B. third
27. P. to K. B. third	27. K. R. to Q. square
28. K. R. to Q. Kt. fourth	28. K. R. to Q. fourth
29. K. to K. B. second	29. P. to K. Kt. fourth
30. P. to K. Kt. fourth	30. P. to Q. R. fourth
31. K. R. to Q. Kt. second	31. P. to Q. Kt. fifth
32. K. to K. third	32. Q. R. to Q. square

33. Q. R. to Q. B. square (check)	33. K. to Q. Kt. third
34. K. R. to Q. B. second	34. K. R. takes P.
35. K. R. to Q. B. seventh	35. Q. R. to Q. third
36. K. R. takes K. R. P.	36. P. to Q. Kt. sixth
37. K. R. to K. R. eighth	37. K. R. takes Q. R. P.
38. K. R. to Q. Kt. eighth (ch.)	38. K. to Q. R. third
39. K. R. takes Q. Kt. P.	39. K. R. to Q. Kt. fifth
40. K. R. to Q. B. third	40. K. R. to Q. Kt. third
41. P. to K. B. fourth	41. P. takes P.
42. K. takes P.	42. P. to Q. R. fifth
43. P. to K. R. fourth	43. K. to Q. R. fourth
44. K. R. to Q. B. fifth (check)	44. K. to Q. Kt. fifth
45. P. to K. R. fifth	45. P. to Q. R. sixth
46. K. to K. fifth square	46. P. to Q. R. seventh
47. K. R. to Q. B. second	47. Q. R. to Q. fourth (check)
48. K. to K. fourth	48. K. to Q. R. sixth
49. Q. R. to Q. R. square	49. K. R. to Q. Kt. seventh
50. Q. R. takes P.	50. K. R. takes Q. R.
51. K. R. takes R. (check)	51. K. takes R.
52. P. to K. R. sixth	52. Q. R. to Q. Kt. fourth
53. K. to K. B. fourth	53. R. to Q. Kt. square
54. P. to K. Kt. fifth	54. P. to K. fourth (check)
55. K. to K. Kt. fourth	55. P. to K. fifth
56. P. to K. R. seventh	56. R. to K. R. square
57. P. to K. Kt. sixth	57. P. to K. sixth
58. P. to K. Kt. seventh	58. P. to K. seventh
59. P. to K. Kt. eighth (Queens and check)	59. R. takes Q.
60. P. takes R. (Queens and ch.)	

And wins.

Game between the Rev. GEORGE MACDONNELL and Mr. MACKENZIE, of the 60th Rifles, played 20th October, 1860, at the Dublin Library Chess Club.

(*King's Gambit.*)

White. Mr. MACDONNELL.)	*Black.* (Mr. MACKENZIE.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.

3.	K. Kt. to B. third	3. P. to K. Kt. fourth
4.	K. B. to Q. B. fourth	4. K. B. to K. Kt. second
5.	P. to Q. B. third	5. P. to Q. third
6.	Q. to Q. Kt. third	6. Q. to K. second
7.	Q. Kt. to Q. R. third	7. P. to K. R. third
8.	Castles	8. K. Kt. to B. third
9.	P. to K. fifth (*a*)	9. P. takes P.
10.	P. to Q. third	10. Castles
11.	Q. B. to Q. second	11. Q. Kt. to B. third
12.	Q. R. to K. square	12. K. Kt. to K. R. fourth
13.	Q. to Q. B. second	13. Q. B. to K. B. fourth
14.	Q. to Q. square	14. Q. to Q. B. fourth (check)
15.	K. to K. R. square	15. Q. B. to K. Kt. third
16.	P. to Q. Kt. fourth	16. Q. to Q. third
17.	Q. B. to Q. B. square	17. Q. R. to Q. square
18.	K. R. to K. B. second	18. P. to K. fifth
19.	Q. Kt. to Q. Kt. fifth	19. Q. to Q. second
20.	K. Kt. to Q. fourth	20. P. to K. sixth
21.	K. R. to K. B. square	21. Q. Kt. to K. fourth
22.	Q. B. to Q. Kt. second	22. Q. Kt. to K. Kt. fifth
23.	K. B. to K. sixth	23. Kt. to K. B. seventh (check)
24.	R. takes Kt.	24. P. takes R.
25.	B. takes Q.	25. P. takes R. queening (check)
26.	Q. takes Q.	26. R. takes B.
27.	Q. Kt. takes R. P.	27. Q. B. takes P.
28.	P. to Q. R. fourth	28. K. B. to K. B. third
29.	Q. Kt. to Q. Kt. fifth	29. Q. R. to K. second
30.	Q. to Q. square	30. K. R. to K. square
31.	K. Kt. to K. B. third	31. Q. B. to K. seventh
32.	Q. to Q. fifth	32. Q. B. takes Kt.
33.	P. takes B.	33. Q. R. to K. eighth (check)
34.	K. to K. Kt. second	34. K. R. to K. seventh (check)
35.	K. to K. R. third	35. K. R. takes Q. B.
36.	Q. takes Q. Kt. P.	36. P. to K. Kt. fifth (check)
37.	K. takes Kt. P.	37. K. R. to K. Kt. seventh (ch.)
38.	K. to K. R. third	38. Q. R. to K. seventh
39.	Q. to Q. B. eighth (check)	39. K. to Kt. second
40.	Q. takes Q. B. P.	40. R. takes K. R. P. (check)

41. K. to K. Kt. fourth	41. Q. R. to K. fourth
42. Q. takes R.	42. B. takes Q.
43. K. to K. B. fifth	43. K. R. to K. seventh
44. P. to Q. R. fifth	44. Kt. to K. Kt. sixth (check)
45. K. to K. Kt. fourth	45. K. R. to K. R. seventh
46. P. to Q. R. sixth	46. P. to K. B. fourth (check)

And mates.

Note.

(*a*) Throwing away a valuable Pawn.

Game played at the Club in Vienna, October 22, 1860, between Herr HARRWITZ and Herr JENEY.

White. (Herr HARRWITZ.)	*Black.* (Herr JENEY.)
1. P. to Q. fourth	1. P. to K. third
2. P. to Q. B. fourth	2. P. to Q. fourth
3. Kt. to Q. B. third	3. B. to Kt. fifth
4. P. to K. third	4. Kt. to K. B. third
5. B. to Q. third	5. Kt. to B. third
6. Kt. to K. second	6. P. to K. fourth
7. P. takes Q. P.	7. K. Kt. takes P.
8. P. to K. fourth	8. K. Kt. to Q. Kt. third
9. P. to Q. fifth	9. Kt. to K. second
10. Castles	10. Castles
11. P. to B. fourth	11. P. to K. B. third
12. B. to K. third	12. B. to Kt. fifth
13. Q. to Q. Kt. third	13. B. to Q. third
14. P. to B. fifth	14. B. takes Kt.
15. B. takes B.	15. P. to Kt. fourth
16. P. to Q. R. fourth	16. R. to Kt. square
17. P. to R. fifth	17. K. Kt. to Q. second (*a*)
18. B. takes R. P.	18. K. to Kt. second
19. B. takes R.	19. Q. takes B.
20. Q. to B. second	20. B. takes B. fourth (check)
21. K. to R. square	21. P. to R. fourth
22. B. takes P.	22. R. to R. square
23. Q. to K. second	23. R. to R. third

24. P. to R. third	24. Q. to K. R. square
25. B. to Kt. fourth	25. R. to R. fifth
26. K. to R. second	26. Q. Kt. to K. Kt. square
27. P. to K. Kt. third	27. R. to R. second
28. K. to Kt. second	28. Kt. to R. third
29. B. to B. third	29. Kt. to B. second
30. R. to R. square	30. Kt. to Q. third
31. B. to Kt. fourth	31. Q. to Q. R. square
32. Kt. to Kt. fifth	32. Kt. to K. square
33. K. R. to Q. B. square	33. P. to Q. B. third
34. P. takes P.	34. P. takes P.
35. Q. to Q. square	35. K. to R. square
36. Kt. to B. third	36. B. to Q. fifth
37. Kt. to R. fourth	37. P. to B. fourth
38. Q. to K. square	38. Q. to Kt. second
39. Q. to K. second	39. Kt. to Q. third
40. B. to B. third	40. P. to B. fifth
41. Q. to Q. B. second	41. Q. to R. third
42. Q. to Q. second	42. Q. to Kt. second
43. R. to Q. square	43. Kt. to Kt. square
44. Kt. to B. third	44. Kt. to R. third
45. Kt. to Q. fifth	45. K. to Kt. second
46. Q. R. to Kt. square	46. Kt. to Q. B. fourth
47. R. to K. square	47. Kt. to Q. sixth
48. R. to K. second	48. R. to R. square
49. P. to Q. Kt. fourth	49. R. to Q. B. square
50. R. to K. R. square	50. Q. to Q. Kt. fourth
51. P. to R. fourth	51. P. to Kt. fifth
52. B. takes P.	52. Kt. takes K. P.
53. R. takes Kt.	53. Q. takes Kt.
54. B. to B. third	54. Q. to Q. Kt. fourth
55. R. to Kt. fourth (check)	55. K. to R. second (*b*)
56. R. to Kt. sixth	56. Kt. to B. fifth (check)
57. P. takes Kt.	57. P. to Q. B. sixth
58. Q. to R. second	58. Q. to B. fifth
59. Q. to R. fourth	59. R. to Q. square
60. Q. to Q. B. sixth	60. Q. takes Q.
61. B. takes Q.	61. B. to K. sixth

62. P. takes P.	62. P. to B. seventh
63. B. to K. fourth	63. P. to B. eighth (Queen's)
64. R. takes Q.	64. B. takes R.
65. R. takes P.	65. R. to Q. fifth
66. K. to B. third	66. R. takes P.
67. R. to Q. Kt. sixth	67. R. to R. fifth
68. R. to Kt. seventh (check)	68. K. to R. third
69. P. to B. sixth	

And wins.

Notes.

(*a*) Better to have retreated the "Kt. to B. square."

(*b*) If "55. K. to B. second," then follows—

56. Q. to K. R. sixth	56. R. to K. B. square
57. Q. to Kt. seventh (check)	57. K. to K. square
58. R. takes B.	58. P. takes R.
59. B. to R. fifth (check)	

And wins.

SOLUTIONS TO PROBLEMS.

No. 113. *Page* 367.

White.	*Black.*
1. R. to K. square	1. K. to B. third (or A)
2. Kt. to Q. fifth	2. Anything
3. Queen mates	
(A)	
	1. P. takes Kt.
2. Q. takes P.	2. Anything
3. Q. mates	

N.B.—Black has other moves at command, but none to prevent the mate in three, in the way indicated.

No. 114. *Page* 367.

White.	*Black.*
1. B. to K. fourth	1. K. to K. fourth
2. Kt. to Q. eighth	2. K. to one of the four squares
3. B. or K. Kt. or Q. Kt. mates accordingly	

No. 115. *Page* 368.

White.	*Black.*
1. P. to Kt. fourth (check)	1. K. moves (best) (*a*)
2. R. takes P. (check)	2. K. moves (best)
3. R. to R. fifth (check)	3. K. moves
4. R. takes P. mate	

(*a*) Had White taken P. with P., P. retakes (check) K. moves Q. to K. R. square mates.

No. 116. *Page* 368.

White	*Black.*
1. K. to K. B. eighth	1. B. to Q. B. fifth
2. Kt. to Q. B. sixth	2. B. to Q. fourth
3. Kt. to Q. eighth	3. B. moves
4. Kt. to B. seventh (check)	4. B. takes Kt.
5. K. takes B.	5. P. moves
6. B. takes R. mates	

No. 117. *Page* 383.

White.	*Black.*
1. Kt. to Q. R. square	1. K. to K. fourth (or A)
2. B. to K. seventh	2. K. takes Kt.
3. B. to Q. sixth	3. K. to Q. B. sixth
4. B. mates	
(A)	
	1. K. to B. fourth
2. B. to B. seventh	2. K. takes Kt.
3. B. to Q. sixth	3. K. to Q. B. sixth
4. B. mates	

No. 118. *Page* 383.

White.	*Black.*
1. Q. to K. sixth	1. R. to Q. B. second
2. Kt. to Q. sixth	2. K. to Q. square
3. Q. takes B. (check)	3. R. takes Q.
4. Kt. mates	
(A)	
	1. B. to Q. B. third
2. Kt. to K. B. sixth (check)	2. K. to Q. square
3. Q. to Q. sixth (check)	3. B. interposes
4. Q. takes B. mate	

No. 119. *Page* 384.

White.	*Black.*
1. P. Queens	1. R. takes B.
2. Q. takes Kt.	2. Kt. to Q. B. sixth
3. R. to Q. sixth (check)	3. Q. takes R.
4. Q. takes Q.	4. Kt. interposes
5. Q. mates	

No. 120. *Page* 384.

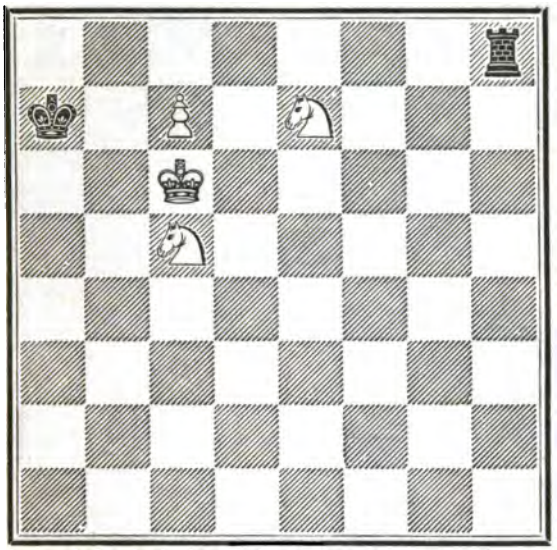
White.	*Black.*
1. Q. to Q. Kt. fourth	1. K. moves
2. Q. to Q. fourth	2. K. to Kt. eighth (best) (*a*)
3. Q. to Q. B. third	3. K. moves
4. Q. to Q. B. square	4. K. moves
5. Q. to Q. second	5. K. to Q. B. fifth
6. Q. to K. third	6. K. moves
7. Q. to Q. third	7. K. to R. fourth
8. Q. to Q. Kt. fifth (check)	8. K. moves
9. Q. to Q. Kt. square	9. K. moves
10. Q. to Kt. second	10. K. moves
11. Q. mates	

Were Black to play "K. to R. sixth," White, by playing "Q. to K. B. second," would mate one move sooner.

(*a*) This mode of play gains White one move.

No. 125. Problem by Herr HORWITZ.

BLACK.

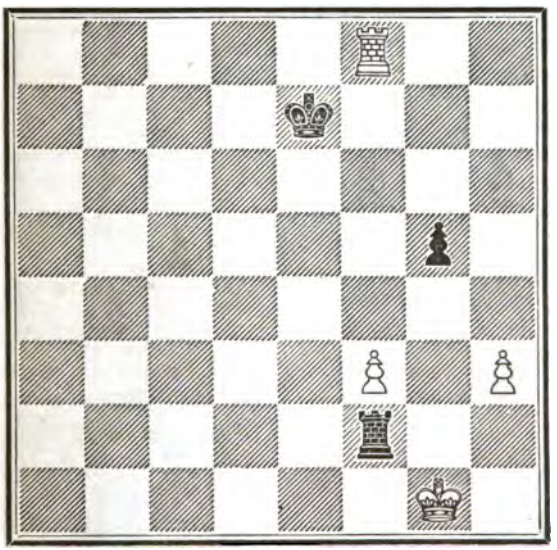


WHITE.

White to move and win.

No. 126. Chess Study by P. T. D., Newcastle-on-Tyne.

BLACK.



WHITE.

White to move and win.

No. 127. Chess Enigma by I. O. HOWARD TAYLOR, Esq.

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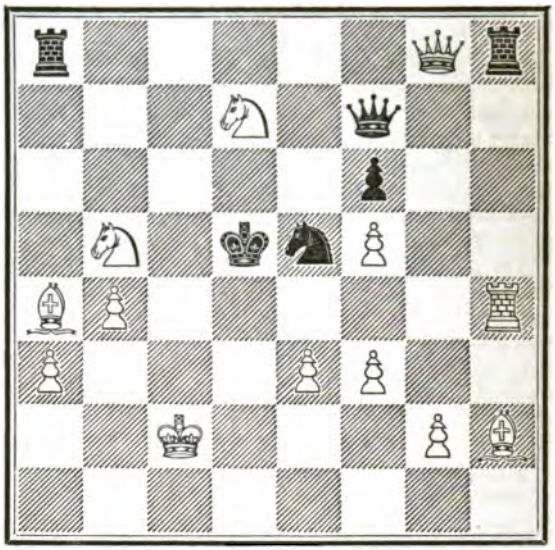


WHITE.

White to play and mate in two moves.

No. 128. Problem by W. PARRATT, Esq., Huddersfield.

BLACK.

WHITE.

White to play, and mate in four moves.

HISTORY OF CHESS.*

FULLY satisfied with the development of practical Chess in modern times, we have long regretted the utter incompetency of the lecturers and writers who have discussed its early history. Writers, indeed, have outshone lecturers, but the highest praise which can be assigned even to them is "bad is the best." But lectures upon the subject would almost seem to have been delivered in an ironical spirit by witty opponents of the game, with the view of demonstrating a Chess-player's incapacity for treating what he proposed in a lucid and comprehensive manner. The public, however, must acquit an innocent body of men of possessing so dangerous a gift as irony, and must throw the veil of indulgence over the dull vision of those "eyes with frenzy rolling," which, with almost touching resignation, gloat upon the *same* incidents in the *same* pages of the *same* hackneyed authors. Perhaps our lecturers will plead that the skilful adjustment and admirable delivery of their borrowed matter has made it their own. Their own! with a vengeance. The *very authors* seem great in comparison with *them*.

> Jack stole his discourse from the famed Dr. Brown,
> But reading it wretchedly made it his own.

We should be loth to mention names, both on account of our devotion to the little subjects of natural history, and because we would not have our sleep disturbed by myriads of insects buzzing round our ears. Certainly a handful of dust would disperse them, but then we should have the trouble of getting that handful, and might in the meantime be stung by one of the most adventurous in the army of these microscopic animalculæ. The Professor of Oriental Languages, at King's College is a fly-catcher to our taste. He has brushed away for ever the vermin, which have poisoned the sources of true history. We did not however, require the sword of philology, and the shield of learning against the listless idlers over Pope's Odyssey who have been wont to lisp about Homeric Chess. Dr. Forbes enters the lists against champions worthier of his name and prowess. Besides the stereotype lecturers, whom the author of the *History of Chess* seems to regard with feelings akin to our own, a far abler class of men has treated the subject-matter with sad want of efficiency. It was time to take the field when the great reputations of Sir W. Jones, Mill, the historian of British India, Rajah Brooke, and Mr. Bland were perpetuating the mistakes into which those distinguished writers have fallen. Much, indeed, is to be said by way of excuse for any error of Sir William

* *The History of Chess, from the Time of the Early Invention of the Game in India, till the Period of its Establishment in Western and Central Europe.* By DUNCAN FORBES, LL.D. London; William H. Allen and Co., 7, Leaden-street, 1860.

Jones. That able and accomplished man, to whose memory England has not yet ceased paying due honour, had but scanty opportunities afforded him for examining original manuscripts. Nothing in point of fact could exceed the jealousy with which the Brāhmins guarded their sacred garden. Even Akbar was obliged to cheat them out of the small portion of knowledge which he obtained. The consequence has been that the history of Chess has been confined hitherto to a few scattered notices, and these from the pens of writers who have for the most part lacked competent acquaintance with the classical language of the Hindūs, and also the principles of the game. By far the best material for later writers was supplied by Captain Hiram Cox, whose few pages on the subject should be perused carefully by the reader of Dr. Forbes's pleasant and instructive volume. But although Captain Cox's remarks were inspired by a rare critical perception, they serve as the elements of history rather than as history itself. The task of developing theory, with a due subordination to the facts by which it is supported, has been reserved for Dr. Forbes. He has adorned a subject, sufficiently dry and jejune in the hands of others, with the charms of Oriental poetry subserving Sanskrit scholarship and an adequate knowledge of Chess play. Every minute detail into which he enters of course does not admit of demonstration; but his main position cannot, we believe, be impugned seriously by even the most prejudiced antagonist. Leaving our readers to examine the whole of the evidence for themselves, we shall content ourselves with briefly sketching the result of Dr. Forbes's well-timed investigations.

That Chess was not one of the inventions of either Greece or Rome must now be the unanimous opinion of all classical scholars. It is not surprising that persons unacquainted with Homer, save through the medium of Pope's translation should have been mistaken upon the subject; as the Englishman's version turns Penelope's suitors into Chess-players in the most enterprizing manner. Again, the Latinists not having a word to express the game of Chess, but knowing that the Romans had their "*ludus latrunculorum*," instantly substituted one for the other, forming, we suppose, some such precious syllogism as the following, which the merest dabbler in logic would smile at:—

> *Ludus latrunculorum* is a game of position;
> Chess is a game of position;
> Therefore Chess and the Roman game are identical.

But both the nature of the thing itself, and the whole weight of evidence, whether positive or negative, are against so wild an idea. Chess was not suited to the taste of the gymnasium-loving Greeks, nor to the sterner spirit of the gladiatorial Romans. But whether suitable or not, they did not play Chess, for the best of all reasons—

that is to say, they did not know of its existence. It is impossible that a game which has left its impress upon the language of every nation acquainted with it, could have existed without distinct notice having been taken of it by writers who specially delighted in the pastimes of their country. They who wish to pursue the subject further will find an able and interesting article by Mr. H. Coleridge, in Appendix B to Dr. Forbes's history. Undoubtedly Palamedes and his fabled invention at the siege of Troy meant something. They were hit upon as the mythical representatives of the traditionary siege of Lankā, the capital of Ceylon.

Whether Lankā be the birthplace of Chess, and the wife of the besieged King Rāvan its inventress or not, it is quite certain that the rough rudimentary form of the game, the Chaturanga, was the invention of a nation speaking the Sanskrit language. The term Chatur-anga, signifying "four," and "component part," referred to the four classes of pieces introduced at the invention of the game. These were Kings, Elephants, Horses, and Ships, besides infantry—the board, which was uncoloured, containing then, as now, sixty-four squares. The pieces, sixteen in number, and thirty-two Pawns, were not, however, divided into two, but into four armies—Red, Green, Yellow, and Black, each having its King, Elephant, Horse, and Ship, with an advanced guard of four foot-soldiers. Two of these armies, although separate in their movements, acted in alliance with one another against the remaining two. To arrange them technically, the Ships occupied the four corner squares, and as the different forces would be huddled together otherwise, the remaining pieces occupied respectively, each colour having its own side upon the whole square formed by the board—the places contiguous to the Ship upon the right-hand. The Horse was posted immediately on the right of the Ship, next to him, the Elephant, and lastly the King, the Pawns being directly in front of their officers. The Kings of the east and the west seem to have been allied against those of the north and the south. Thus, if *Red*, the first player we will suppose, occupied the east, his ally, *Yellow*, would, from his station in the west, act as third player. The moves in this elementary game were at first dependent upon the throw of a four-sided dice. If the number *two* was turned up, the player had to move his Ship; if *three*, his Horse; if *four*, his Elephant; but if *five*, his King or one of his Pawns. The powers of the pieces may be noticed very briefly. The Horse had exactly the same kind of move as our Knight, and the power of our Rook was exercised *in the first instance by the piece occupying the square immediately contiguous to that of the King*. We use this somewhat awkward phrase as ultimately more correct than the name *Elephant*, which seems attached to the square rather than to the piece occupying it. The Roka, or Ship, had power over squares

diagonally next but one to it, but over no others. It had, however, the privilege of leaping over the intervening diagonal square, whether occupied by Pieces or Pawns or not. Here again the name *Roka* applies to the corner square rather than to the powers of the piece temporarily occupying it. The King was to all intents and purposes the same as the modern King, save that he was liable to capture. Pawns moved only one step at their first move, but in other respects advanced and captured similarly to Pawns of our day. A difference however, existed between their powers when they reached the eighth square. The Horse's (Knight's) Pawn became a Knight, and that of the piece moving like our Rook, a Rook. But this did not happen if the player had three Pawns remaining, nor had the King's and Ship's Pawns the same privilege. Doubts and difficulties will naturally arise, so little are we acquainted with the practical manner of playing this ancient game. We must refer the reader to Dr. Forbes's volume for the solution of some of these knotty points. Three things, however, must be kept in recollection: (1) there were no Queens, (2) no castling was allowed, and (3) checking must be understood in a very modified sense. This last position is clear; for if a throw of the die enabled the first player to attack the second or fourth player's King, the result of such an attack or check must evidently depend upon the next throws; consequently the King cannot have been obliged by the laws of the game to move out of check, and of course was thereby exposed to capture. This, perhaps, in addition to the current of legislation running strongly against gambling, led to the disuse of dice. Under such circumstances it would soon be seen that the powers of the piece occupying the corner square of the board must be transferred to another square, as from his old position he might at once attack one of the hostile Kings. Whether these powers, however, could be used against the King in quite primitive Chess is a fair matter of doubt. Be that as it may, whenever the checking power of all the pieces was once introduced, such a transfer must soon have followed. Those peculiar diagonal powers were therefore transferred to the squares upon which the Rook's privilege had been previously exercised, whilst similarly the the Rook's power was removed to the corner. The term Roka, or Ship, may now without any danger of confusion be used for the Rook, as the name seems to have been indissolubly attached to the corner squares of the Chess-board, whilst the new-comer at the left-hand of the King found also on his side the name of Elephant inherent in his novel position. The transition to the mediæval game was now easy. Dice having been abandoned, and the Elephant and Roka having assumed their proper positions, it only remained to bring the allied armies under one command, and establish the immortality of the King. The allies were therefore called over to the side occupied by one of the

Kings; their prince was then stripped of his regal rank, and turned into a Counsellor, who took his place next to the King, and the rest of the pieces ranged in order by the Counsellor's side—first the Elephant, then the Horse, and lastly the Roka, and in front of them the newly-arrived infantry. The divided camps of the enemy underwent a similar transformation. The new piece, the Counsellor, received, however, a comparatively insignificant office, as he had assigned to him the power of moving to the next square diagonal to himself—in other words, the shortest move of the modern Bishop. After these changes, all the pieces occupied in the mediæval game the exact places filled by their successors at the present day. The main distinctions between the game practised in the second age of Chess and the one now in vogue lay in the circumscribed power of the Counsellor and Elephant, as compared with our Queen and Bishop, the absence of castling, the existence of some restrictions upon the privileges of the Pawns, such as their inability to rise to a higher grade than that of Counsellor, &c., and two additional ways of winning the game—viz., by taking all the pieces save the King, and by stalemate under certain exceptions. It is this mediæval game which was afterwards introduced into Persia and Arabia, the dialect of the first country changing Chaturanga into Chatrang; whilst the Arabs, not having "ch" and "g" in their alphabet, adopted the word Shatranj. The Persians changed the Sanskrit Roka into Rukh, or Warrior. This shows the singular tenacity with which some portions of India clung to their Ship, as in other districts the name Roka had given way to Ratha, a chariot. From Persia the game made its way to Constantinople. The date at which it was introduced into the capital of the Eastern empire is uncertain, but as there were always relations, either friendly or hostile, between the two courts, it is highly probable that it reached the Greek empire at as early a period even as the reign of Justinian. It is certain, at all events, that Chess enjoyed royal favour in Persia during the reign of Naushīrawān, the contemporary of Justinian, and that, as Dr. Forbes very properly reminds us, Khusrū Parvīz, a grandson of the Persian monarch whom we have named, was an exile at the court of Maurice, a successor of the great Byzantine emperor. These historical reasons, besides others which depend upon etymological considerations, seem to show that Chess reached Constantinople from Persia rather than Arabia. How the game of Shatranj travelled to France, Germany, and Italy, has been made a matter of greater controversy. Some of our learned antiquarians, and popular opinion following in their wake, have connected its introduction into the principal states of Europe with the visit of the Crusaders to the court of Constantinople. The author of the *History of Chess* has satisfactorily proved that it was known in France as early as the reigns of Pepin, and Charlemagne, and leans a little towards belief in

its derivation from Spain and its Musalmān conquerors. This may very probably be the case, with the addition that a simultaneous introduction from the Eastern empire may have taken place in some parts of France. But might not a very fair hypothesis be raised as to a still earlier date? If Chess reached the Byzantine court about the reign of Justinian, there seems to be no grave objection against its immediate introduction into Italy, through the intimate connexion between the empire and its lost provinces, which ensued upon the victories of Belisarius and Narses. Of course *this* is mere hypothesis; at any rate it has been demonstrated irrefragably by Dr. Forbes that France (and perhaps Germany we may infer indirectly) had obtained knowledge of the mediæval game of Shatranj long before the time of the Crusaders. We care not about tracing it to Scandinavia, inasmuch as, established once for all in the new Franco-Germanic empire, it must necessarily spread through the whole of Europe. For a moment we pause at England. Chess travelled hitherwards either through the alliance between Offa, King of Mercia, and Charlemagne, or at the time pointed out by Dr. Forbes, the reign of Athelstane. To Ireland, it would pass easily from the court of France by the instrumentality of Alcuin and his friends. Russian Chess deserves a more marked notice on account of the name of one of its pieces. We meet here with our old friend, Roka, the Ship, translated by Lodia, a boat. Hence it arises that the Russians must have obtained their knowledge of Chess from the older form, the Chaturanga, and, unlike other European nations, must have become acquainted with the Shatranj at a later period in their history. But the modern Queen, the Counsellor of the East, came under the Persian name Ferz, or Farzīn, to Russia as much as to the west of Europe. In soberness this Queen puzzles us more than all the other pieces. We have seen her once a King, and then, shorn of princely dimensions, become an infant Bishop. Afterwards, by poetic justice, the dethroned King, the Boy-Bishop, becomes a powerful warrior Queen. Whence arose the name of Queen? The popular account of *Ferz* and *Vierge* will not satisfy true criticism. Dr. Forbes has hit upon the ingenious idea that she might have begun to queen it in honour of Her Most Gracious Majesty the Empress Irene. We know very little about the Chess of the Greek empire. Perhaps the Amazon *may* represent the ladies of the henpecked court of Justinian at an age, *primâ facie*, far more likely to invent. We find her, whatever the truth may be, called indiscriminately Ferzia and Regina, being made a kind of Cœneus. In this necessarily imperfect sketch of mediæval Chess we have abstained from showing the complete dependence of our Chess nomenclature upon Oriental etymology. In the pages of our author, the philologist can trace the connexion between Shāh, Shāh-mānd, Shāh-māt, Check, Checkmate, &c. That the Shatranj, during its long

career of practice, called forth able players, writers, and problematists, is beyond question. They appear, however, to have sprang mainly from the East. The distinguished Oriental players were able to discuss the true principles of practical play: whether npon or without the board, they reduced to an almost finite system "the giving of odds." Not venturing to touch upon the whole of so comprehensive a subject, we will, in passing, attempt to solve a difficulty propounded by Dr. Forbes. He "is unable, at present, to explain why all the MSS. agree in considering the Queen's Bishop (the Farzīn's Elephant) more valuable than that of the King's." He adds that, so far as he can understand one of his authors, the Queen and her Bishop may contribute in certain positions to make a drawn game. A glance at the Chess-board will, we think, remove this practical difficulty. By the very essence of the Shatranj the four Elephants cannot hurt one another:

Firmum pactum Calvi tenent, neque sibi noceant.

Consequently, as the Queens cannot obtain the protection of their own King's Elephant under any circumstances, but may fall under the attack of the Queen's Elephant, or Bishop, if it may be so called, that piece becomes dangerously aggressive relatively to the hostile Queen.

The time at which modern improvements in the game of Chess superseded both the elder Chaturanga and its more perfect offshoot Shatranj, cannot be named with accuracy. We shall not be far wrong if we attribute most of them to the great school of the Iberian Peninsula. The moves of the Queen and Bishop became part of the game some time before Castling. This latter more complicated operation, which shows very decisively the refinement of modern Chess, was preceded by expedients such as the "King's leap." We forbear, however, touching upon extraneous matter. The improvements of Europe reacted upon Eastern Chess. But, strange to say, the Orientalists so strongly in their hearts rejected the notion of the Queen being introduced into their game, that they adopted the principle of her move with the proviso that the King must always be at the right-hand of the player. The King, therefore, in their game is opposed to the Queen. We abstain, however, from entering upon a new subject, and from pointing out other discrepancies between Chess in Europe and that existing in Asia and Africa. It is enough to state generally that the more remote the country from European influence, the firmer is the adhesion to the mediæval Shatranj, and that the more subject a territory, the stronger hold have the modifications of Europe taken.

We must now, in tendering thanks to our author, remind him that he has created a sort of craving in the public mind. We do not intend to let Dr. Forbes off so easily. Another standard work is expected from him. Let him kill us with kindness by adding to the shelves of

our libraries a digest of the immortal writings upon Chess by the great players of Spain, Portugal, and Italy. We cannot trust the work to another author.

HERR KLING'S CHESS LECTURES.

Since our last, HERR KLING has visited Ipswich, Norwich, Lynn, Boston, Lincoln, Hull, Beverley, York, Berwick-on-Tweed, Newcastle-on-Tyne, Edinburgh, Cupar in Fifeshire, Dundee, Aberdeen, Glasgow, and Dublin, and is now on his way to Manchester, homeward; he has been received everywhere with the greatest cordiality, and his Lectures have been a complete success. On his return we are promised a detailed account of his tour, for our columns. The *Dublin Daily Express* of January 16 contained the following article on his visit to Dublin:—

"A large share of attention has been recently bestowed in the Press and on the platform upon the subject of providing new and suitable amusements for the people, which should be at once attractive and useful. Dublin has always been regarded as justly ranking next to the great metropolis, not merely in the gaiety and brilliancy, but in the refined character of its entertainments; and of late years efforts have been successfully made to supply fresh sources of enjoyment, which were intended to serve a practical end. The manly and invigorating game of cricket, for example, is of comparatively modern introduction, and those athletic sports, which are so well calculated to develope and display the physical capabilities, were until within the last year almost absolutely unknown in this city. Even the gentle sex has been animated by a new spirit, and in feats of archery rival the expertness and energy of muscular and martial sportsmen. It is a matter of surprise, however, that amongst the amusements in which our citizens take pleasure, the royal game of Chess has been so little cultivated. In almost every other city in Europe it is regarded, especially in the season of winter, as one of the most captivating pastimes, combining all the attractions of an intellectual exercise and an entertainment. It possesses a fascinating influence, and has in every place numerous and enthusiastic votaries. Yet, here its charms are but little felt, simply because it is but little understood. The brilliant and beautiful combinations which a Chess-board exhibits when skilful tacticians are engaged, are perfectly unintelligible to the great majority of our citizens. We are glad, however, to observe that at length the game is likely to be introduced in so prominent a way as to challenge public notice, and excite public curiosity. For a considerable time, we believe, a Chess Club has been in existence at the Dublin Library, and other clubs of a confined and exclusive character have, no doubt, been formed in

private circles; but the community at large had no opportunity of becoming acquainted with the game. A new club, named the "Victoria Chess Club," has been recently established here, HERR KLING, a distinguished strategist from Germany is now engaged in giving illustrative lectures, which cannot fail to excite fresh interest in the members and improve their skill. We should be glad to see a taste more generally exhibted for a game which possesses all the excitement without any of the vice of gambling, and is calculated to exercise and strengthen the intellectual powers.

HUDDERSFIELD CHESS CLUB.—The annual meeting of this club was held in the Imperial Hotel on Saturday last. The members present were D. Marsden, Esq., president; Messrs. D. A. Cooper and John Watkinson, vice-presidents; and Messrs. R. Hinchliff, A. Campbell, J. P. Roberton, C. Butler, J. E. Wheatly, L. Hornblower, J. E. Stocks, J. R. Dore, &c. The Wakefield Club sent their secretary, W. H. B. Tomlinson, Esq., and Messrs. Young and Dale. Play commenced at three o'clock, and was kept up with great spirit till six, when the company recruited their exhausted energies with a substantial tea, after which extremely pleasant interruption the chess-boards were again put in requisition. The best games played were undoubtedly those contested by Mr. WATKINSON of this town against Messrs. TOMLINSON and YOUNG of Wakefield. With the former Mr. WATKINSON played three games on equal terms, winning all three; and with Mr. YOUNG, Mr. WATKINSON played five games, giving the odds of the Queen's Knight, winning two and losing three. One of these gamse we have much pleasure in placing before our readers:—Mr. J. WATKINSON gives Mr. J. W. YOUNG the odds of the Queen's Knight.

(*Evan's Gambit.*)

(*Remove White's Q. Kt.*)

White. (Mr. WATKINSON.)	*Black.* (Mr. YOUNG.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes P.
5. P. to Q. B. third	5. B. to Q. R. fourth (*a*)
6. Castles	6. Kt. to K. B. third
7. P. to Q. fourth	7. Castles
8. B. to K. Kt. fifth	8. B. takes Q. B. P.
9. R. to Q. B. square	9. B. takes Q. P.
10. Kt. takes B.	10. Kt. takes Kt.

11. P. to K. B. fourth	11. P. to Q. third
12. P. takes P.	12. P. takes P.
13. B. takes Kt.	13. P. takes B.
14. Q. R. to Q. B. third (*b*)	14. Kt. to K. third
15. R. to Q. third	15. Q. to K. second
16. K. to R. square	16. K. to R. square
17. Q. R. to K. R. third	17. Kt. to K. B. fifth
18. Q. R. to K. R. sixth	18. B. to K. third (*c*)
19. K. R. takes Kt. (*d*)	19. P to K. B. fourth (*e*)
20. K. R. to K. R. fourth	20. P. to K. B. third
21. Q. R. takes K. R. P. (check)	21. Q. takes R.
22. R. takes Q. (check)	22. K. takes R.
23. B. takes B.	23. P. to K. B. fifth
24. Q. to K. Kt. fourth	24. Q. R. to Q. square
25. B. to K. B. fifth (check)	25. K. to R. square
26. Q. to K. R. fifth (check)	26. K. to Kt. square
27. Q. to K. R. seventh (*f*)	

And mates.

Notes.

(*a*) The best move when the first player gives his Q. Kt.

(*b*) White has now managed to arrange his forces in a very attacking position.

(*c*) This was played in blissful ignorance of White's next move. "K. to Kt. second" seems to us far better—indeed, so good as to make the success of the attack extremely problematical.

(*d*) An exceedingly good move, which may be said to finish the game.

(*e*) If P. takes R. White plays "Q. to K. R. fifth, and if B. takes B., then follows "K. R. to K. R. fourth."

(*f*) White's play throughout this game is characterised by that rare combination of brilliance and soundness which distinguishes all really good chess-play.

To give such odds to a player of Mr. Young's force is no easy matter, and must be considered very creditable to Mr. Watkinson.—*Huddersfield Chronicle.*

Game between W. T. PIERCE and another AMATEUR.

(*King's Bishop's Gambit.*)

White. (W. T. PIERCE.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. B. to Q. B. fourth	3. Q. to K. R. fifth (check)
4. K. to B. square	4. P. to K. Kt. fourth

5. Kt. to Q. B. third	5. B. to K. Kt. second
6. P. to Q. fourth	6. P. to Q. third
7. P. to K. fifth	7. B. to K. Kt. fifth
8. Kt. to K. B. third	8. Q. to K. R. fourth
9. Kt. to Q. Kt. fifth	9. K. to Q. square
10. P. takes Q. P.	10. Kt. to Q. R. third
11. P. takes Q. B. P. (check)	11. Kt. takes P.
12. Kt. to Q. sixth	12. Kt. to K. R. third
13. Q. to Q. third	13. B. takes K. Kt.
14. P. takes B.	14. Q. to R. sixth (check)
15. K. to B. second	15. R. to Q. Kt. square
16. Q. to K. fourth	16. P. to Q. Kt. third
17. R. to K. square	17. Q. takes K. R. P. (check)
18. K. to B. square	18. Q. to R. sixth (check)
19. K. to K. second	19. P. to K. B. fourth
20. Q. to Q. B. sixth	20. B. takes Q. P.
21. K. to Q. third	21. B. to Q. B. fourth
22. Kt. to Q. Kt. seventh (check)	22. R. takes Kt.
23. Q. takes R.	23. Kt. to K. Kt. fifth
24. B. takes P. (at K. B. fifth)	24. P. takes B.
25. Q. R. to Q. square	25. Kt. to K. B. seventh (check)
26. K. to B. third (dis. check)	26. Kt. takes R.
27. R. takes Kt. (check)	27. K. to K. square

And White forces mate in six moves, thus;—

28. Q. to Q. B. eighth (check)	28. K. to K. second
29. R. to Q. seventh (check)	29. K. to B. third
30. Q. takes R. (check)	30. K. to Kt. fourth
31. R. to Kt. seventh (check)	31. K. to B. third (best)
32. R. takes K. R. P. (dis. check)	32. K. moves
33. Q. to Kt. seventh, mate	

Game played at Stellenbosch, South Africa, Nov. 8th and 11th, 1860.

White. (Rev. F. CARLYON.)	*Black.* (Mr. E. W. YOUNG.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. K. B. to Kt. second

5. P. to Q. fourth	5. P. to Q. third
6. P. to K. R. third	6. P. to K. R. third
7. Castles	7. Q. Kt. to B. third
8. B. to Q. Kt. fifth	8. P. to Q. R. third
9. B. to Q. R. fourth	9. P. to Q. Kt. fourth
10. B. to Q. Kt. third	10. K. Kt. to K. second
11. Q. Kt. to Q. B. third	11. K. Kt. to K. Kt. third
12. Q. Kt. to K. second	12. Q. B. to Q. Kt. second
13. B. to Q. fifth	13. Castles
14. P. to Q. B. third	14. Q. R. to R. second
15. K. Kt. to R. second	15. K. Kt. to K. second
16. P. to Q. R. fourth	16. Q. to Q. R. square
17. P. to K. R. fourth	17. Kt. takes B.
18. P. takes Kt.	18. Kt. to Q. square
19. Q. to Q. third	19. Q. B. takes P.
20. R. to K. B. second	20. B. to K. fifth
21. Q. to K. R. third	21. P. to K. B. third
22. Q. B. to Q. second	22. P. to Q. B. third
23. Q. R. P. takes P.	23. Q. B. P. takes P.
24. Kt. to K. Kt. fourth	24. P. to K. R. fourth (*a*)
25. Kt. to K. R. second	25. B. to K. R. third (*b*)
26. K. R. P. takes P.	26. P. takes P.
27. P. to K. Kt. third (*c*)	27. Q. R. to K. Kt. second
28. Q. takes K. R. P.	28. R. to K. Kt. third
29. Q. to K. R. third	29. Kt. to K. third
30. Q. to K. B. square	30. K. to K. Kt. second
31. Kt. to K. Kt. fourth	31. B. to K. B. fourth
32. Kt. to K. R. second	32. B. to Q. sixth

Resumed November 11th.

33. Q. to K. Kt. second (*d*)	33. B. to K. fifth
34. Q. to K. B. square	34. P. to K. B. sixth
35. Kt. to Q. B. square	35. P. to K. Kt. fifth
36. B. takes B. (check)	36. R. takes B.
37. Kt. takes K. Kt. P. (*e*)	37. R. to K. Kt. third
38. R. to K. R. second (*f*)	38. R. takes Kt.
39. K. to K. B. second	39. B. to Q. B. seventh
40. Q. to K. square (*g*)	40. Kt. to K. Kt. fourth
41. Q. to K. third	41. R. to K. square (*h*)

42. R. takes Q. R. P.	42. Q. to Q. B. square
43. R. to Q. R. seventh (check)	43. K. to K. B. third
44. K. R. to K. R. sixth (check)	44. B. to K. Kt. third (*i*)
45. Q. to Q. third	45. Kt. to K. fifth (check)
46. K. to Kt. square (*k*)	46. R. takes P. (check)
47. K. to K. B. square	47. R. to K. Kt. eighth (check)
48. K. takes R.	48. Q. to K. Kt. fifth (check)
49. K. to K. B. square	49. Q. to K. Kt. seventh (check)
50. K. to K. square	50. Kt. takes Q. B. P. (dis. ch.)
51. Kt. to K. second	51. R. takes Kt.
52. Q. takes R.	52. Q. takes Q.

And mates.

Notes.

(*a*) "P. to K. B. fourth" would have been better.

(*b*) Black dreaded exposing his King too much, and therefore did not play 25. "P. to K. Kt. fifth," but it would have been better than the move made.

(*c*) White might have taken the K. R. P. with advantage here.

(*d*) 33. "P. to K. Kt. fourth" would have been no better, *e.g.*:—

White.	*Black.*
33. P. to K. Kt. fourth	33. P. to K. B. sixth
34. Kt. takes P.	34. K. R. to K. B. third
35. K. to Kt. second	35. Q. to K. fifth
36. K. to Kt. third	36. B. takes Kt.
37. Q. takes B.	37. Q. takes Q., &c.

(*e*) Was this necessary?

(*f*) He preferred losing his Kt. to his K. Kt. P.

(*g*) Intending to play Q. to Q. second if possible.

(*h*) Hazardous.

(*i*) Had Black played 44. "K. to K. B. fourth" he would have been mated in three moves.

(*k*) He might have played "K. to B. square" better, perhaps.

Game played between Messrs. BRITTEN and TOMLINSON, the latter giving the odds of Pawn and two moves.

(*Remove Black's K. B. P.*)

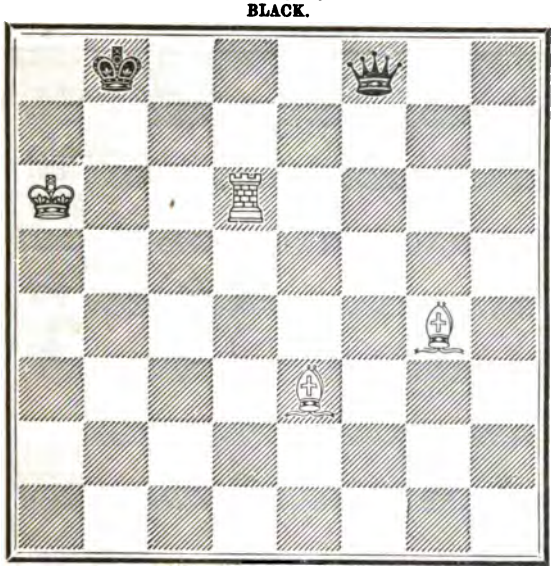
White. (Mr. BRITTEN.)	*Black.* (Mr. TOMLINSON.)
1. P. to K. fourth	
2. P. to Q. fourth	2. P. to K. third
3. K. B. to Q. third	3. P. to Q. B. fourth
4. P. to Q. B. third	4. P. takes P.
5. P. takes P.	5. K. B. to Kt. fifth (check)

6. Q. Kt. to B. third	6. K. Kt. to K. second
7. P. to Q. R. third	7. B. takes Kt. (check)
8. P. takes B.	8. Castles
9. Q. to K. R. fifth	9. Q. to K. square
10. Q. to K. Kt. fourth	10. Q. to K. Kt. third
11. Q. to R. third	11. Q. to K. B. third
12. P. to K. fifth	12. Q. takes K. B. P. (check)
13. K. to Q. square	13. Kt. to Kt. third
14. K. Kt. to B. third	14. R. takes Kt.
15. P. takes R.	15. Q. to K. R. fifth
16. Q. to K. Kt. third	16. Q. takes Q.
17. P. takes Q.	17. Kt. to K. B. square
18. Q. B. to Kt. fifth	18. Q. Kt. to B. third
19. K. to K. second	19. P. to K. R. third
20. B. to K. third	20. Q. Kt. to K. second
21. Q. R. to K. Kt. square	21. P. to Q. Kt. third
22. P. to K. Kt. fourth	22. Q. B. to Kt. second
23. P. to K. Kt. fifth	23. P. takes P.
24. B. takes P.	24. Kt. to K. B. fourth
25. Q. B. to K. B. sixth	25. P. to K. Kt. third
26. B. takes Kt.	26. K. P. takes B.
27. R. to K. R. fifth	27. K. to B. second
28. R. to Kt. fifth	28. Q. R. to Q. B. square
29. K. to Q. second	29. B. takes P.
30. R. to Kt. third	30. B. to K. Kt. fifth
31. P. to Q. fifth	31. Kt. to K. R. second
32. R. takes B.	32. P. takes R.
33. B. to R. fourth	33. P. to K. Kt. fourth
34. R. takes P.	34. P. takes B.
35. R. takes P.	35. Kt. to K. B. square
36. R. to B. fourth (check)	36. K. to K. square
37. P. to Q. sixth	

Black wins after many moves.

No. 129. Chess Study by Herr HORWITZ.

BLACK.

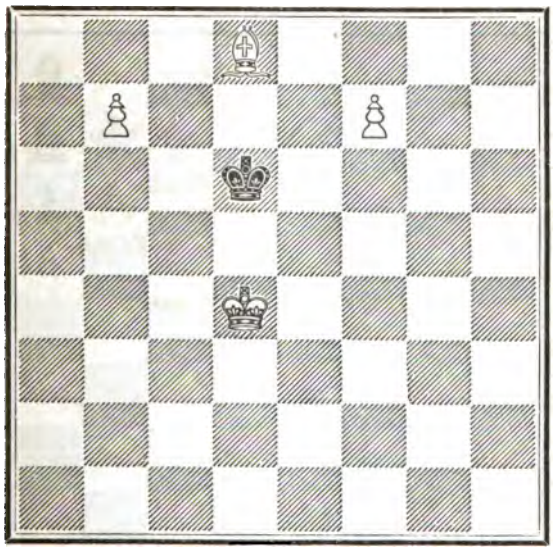


WHITE.

White to move, and win.

No. 130. Problem by J. PIERCE, M.A., Camden Road Villas.

BLACK.

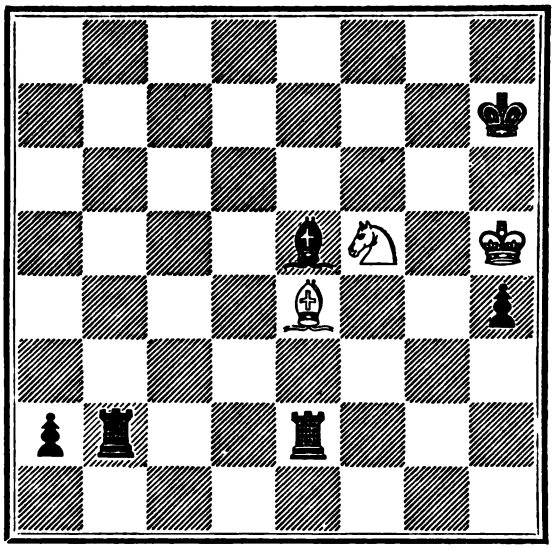


WHITE.

White to move, and mate in three moves.

No. 131. Position which occurred in a game between Messrs. PETRE and H. G. JONES, Dublin.

BLACK.

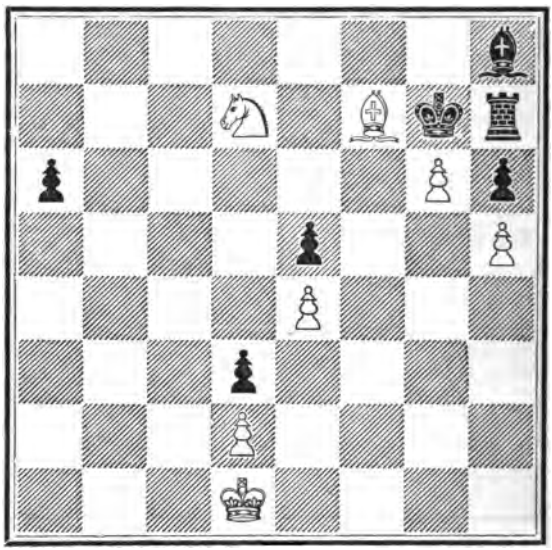


WHITE.

White to move, and mate in six moves.

No. 132. Problem by Mr. W. MITCHESON.

BLACK.



WHITE.

White to move, and mate in fourteen moves.

Games played at the PHILIDORIAN Chess Rooms, Nov. 1, 19, 24, 1860, between Messrs. CAMPBELL and MAYALL.

(*Ruy Lopez.*)

White. (Mr. MAYALL.)	*Black.* (Mr. CAMPBELL.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. Kt. fifth	3. P. to Q. R. third
4. B. takes Kt.	4. Q. P. takes B.
5. P. to Q. fourth	5. P. takes P.
6. Q. takes P.	6. B. to K. Kt. fifth
7. Q. takes Q.	7. R. takes Q.
8. Castles	8. B. takes Kt.
9. P. takes B.	9. Kt. to B. third
10. B. to K. third	10. B. to K. second
11. Kt. to B. third	11. Castles
12. Q. R. to Q. square	12. Kt. to R. fourth
13. P. to B. fourth	13. P. to K. B. fourth
14. P. to K. fifth	14. P. to K. Kt. fourth
15. Kt. to K. second	15. R. to Q. fourth
16. P. to Q. B. fourth	16. Q. R. to Q. square
17. R. takes R.	17. R. takes R.
18. P. takes P.	18. P. to B. fifth
19. Kt. takes P.	19. Kt. takes Kt.
20. B. takes Kt.	20. R. to Q. fifth
21. B. to K. third	21. R. takes P.
22. P. to B. fourth	22. R. to K. fifth
23. K. to B. second	23. K. to B. second
24. K. to B. third	24. R. to R. fifth
25. P. to B. fifth (*a*)	25. R. takes P.
26. P. to K. sixth (check)	26. K. to K. square
27. P. to B. sixth	27. R. takes P.
28. P. takes B.	28. K. takes P.
29. B. to B. fourth	29. K. takes P.
30. B. takes P.	30. K. to B. fourth
31. P. to R. fourth	31. R. to Kt. fifth
32. K. to Kt. third (dis. check)	32. K. to Kt. third
33. R. to B. fourth	33. R. to Kt. seventh
34. B. to Q. sixth	34. P. to Kt. third

35. R. to Q. Kt. fourth	35. R. takes R.
36. B. takes R.	36. K. to R. fourth
37. B. to K. seventh	37. P. to B. fourth
38. B. to Q. eighth	38. P. to Kt. fourth
39. K. to B. fourth	39. P. to R. fourth
40. K. to K. fifth	40. P. to R. fifth
41. K. to Q. fifth	41. P. to R. sixth
42. K. takes P.	42. P. to R. seventh
43. B. to B. sixth	43. P. queens
44. B. takes Q.	44. K. takes P.
45. B. to B. sixth	45. K. to R. fourth
46. K. takes P.	46. P. to R. third
47. P. takes P.	47. K. takes P.

Drawn game.

Note.

(*a*) This was premature; "P. to Q. R. third," followed by careful play, must have won the game.

Game II.

Between the same Opponents.

(*Petroff's Defence to the K. Kt. Opening.*)

Black. (Mr. MAYALL.)	*White.* (Mr. CAMPBELL.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to K. B. third
3. Kt. takes P.	3. P. to Q. third
4. Kt. to K. B. third	4. Kt. takes P.
5. P. to Q. fourth	5. P. to Q. fourth
6. B. to Q. third	6. B. to K. second
7. Castles	7. Castles
8. R. to K. square	8. P. to K. B. fourth (*a*)
9. P. to B. fourth	9. Kt. to Q. B. third
10. P. takes P.	10. Q. takes P.
11. Kt. to B. third	11. Kt. takes Kt.
12. P. takes Kt.	12. Q. to B. second
13. Q. to K. second	13. K. to R. square
14. B. to K. B. fourth	14. B. to Q. third
15. B. takes B.	15. P. takes B.

16. Kt. to Kt. fifth	16. Q. to Kt. third
17. P. to K. B. fourth (*b*)	17. P. to K. R. third
18. Kt. to K. sixth	18. B. takes Kt.
19. Q. takes B.	19. R. to B. third
20. Q. to Q. seventh	20. R. to B. second
21. R. to K. sixth (*c*)	21. R. takes Q.
22. R. takes Q.	22. R. to K. square
23. P. to Q. fifth	23. Kt. to K. second
24. R. to K. sixth	24. R. to Q. B. square
25. Q. R. to K. square	25. Kt. to Kt. square (*d*)
26. B. takes P.	26. K. R. to Q. square
27. R. takes P.	27. R. takes R.
28. B. takes R.	28. R. takes P.
29. B. takes P.	29. R. to Q. second
30. B. to R. sixth	30. R. to Q. seventh
31. P. to Q. R. fourth	31. R. to Q. B. seventh
32. P. to B. fourth	32. Kt. to B. third
33. R. to K. seventh	33. Kt. to Kt. fifth (*e*)
34. R. to K. square	34. R. to R. seventh
35. P. to R. third	35. Kt. to B. third
36. B. to Kt. fifth	36. P. to R. third
37. B. takes P.	37. R. takes P.
38. B. to Kt. fifth	38. R. to Kt. fifth
39. K. to B. second	39. K. to Kt. square
40. K. to K. third	40. K. to B. second
41. K. to Q. third	41. R. to Kt. seventh
42. P. to K. Kt. fourth (*f*)	42. R. to K. B. seventh (*g*)
43. R. to K. third	43. R. takes P.
44. B. to B. sixth	44. R. to B. eighth
45. K. to Q. fourth	45. R. to Q. eighth (check)
46. K. to B. fifth	46. R. to Q. Kt. eighth
47. B. to Kt. fifth	47. Kt. to Kt. square
48. K. to Kt. sixth	48. Kt. to K. second
49. R. to K. B. third (check)	49. K. to K. third
50. P. to B. fifth	50. Kt. to Q. fourth (check)
51. K. to R. fifth	51. R. to Q. B. eighth
52. P. to B. sixth	52. R. to Q. R. eighth (check)
53. B. to R. fourth	53. K. to Q. third

54. R. to Q. third	54. K. to B. fourth
55. P. to B. seventh (*h*)	55. Kt. takes P.
56. R. to Q. B. third (check)	56. K. to Q. third
57. R. to B. sixth (check)	57. K. to Q. second
58. R. to B. square (dis. check)	58. R. takes B. (check)
59. K. takes R.	59. K. to Q. third
60. R. to K. square	60. Kt. to K. third
61. K. to Kt. fourth (*i*)	61. Kt. to B, fifth (*j*)
62. R. to K. R. square	62. K. to K. fourth
63. K. to B. third	63. K. to K. fifth
64. K. to Q. second	64. K. to B. sixth
65. R. to K. B. square (check)	65. K. to Kt. sixth
66. K. to K. fourth	66. Kt. takes P.
67. K. to B. fifth	67. Kt. to B. seventh
68. R. to Q. R. square	68. K. to R. fifth (*k*)
69. R. to R. fourth	69. P. to Kt. fourth
70. R. to Kt. fourth	70. P. to R. fourth
71. P. takes P (dis. check)	71. K. takes P.
72. R. to Kt. second	72. Kt. to Kt. fifth
73. R. to K. second	73. Kt. to R. third (check)
74. K. to B. sixth	74. Kt. to Kt. fifth (check)
75. K. to B. fifth	

And the game was drawn.

Notes.

(*a*) "Kt. to Q. third" or to K. B. third would, perhaps, have been a little better.

(*b*) The game has been very well opened by Black.

(*c*) Very well played.

(*d*) This was perhaps White's best move.

(*e*) Threatening mate.

(*f*) "R. to K. second" would have been much better; the move in the text loses a Pawn.

(*g*) It is evident that Black overlooked this move whon he played, 42. "P. to K. Kt. fourth."

(*h*) This move forces White to give up the exchange.

(*i*) "K. to Kt. third" would have given Black a chance to win the game.

(*j*) Very well played, taking advantage of his opponent's error.

(*k*) If 68. "Kt. takes P.," Black checks at K. Kt. square, and wins the Kt.

GAME III.

Between the same Opponents.

(Petroff's Defence to the K. Kt. Opening.)

White. (Mr. CAMPBELL.)	*Black.* (Mr. MAYALL.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to K. B. third
3. Kt. takes P.	3. P. to Q. third
4. Kt. to K. B. third	4. Kt. takes P.
5. P. to Q. fourth	5. P. to Q. fourth
6. B. to Q. third	6. B. to K. second
7. Castles	7. Castles (*a*)
8. P. to B. fourth	8. B. to K. third
9. R. to K. square	9. Kt. to K. B. third
10. P. to B. fifth	10. Kt. to B. third
11. P. to Q. R. third	11. P. to K. R. third
12. P. to K. R. third	12. R. to K. square
13. B. to B. second	13. Kt. to Q. second
14. Q. to Q. third	14. Kt. to B. square
15. P. to Q. Kt. fourth	15. P. to R. third
16. B. to B. fourth	16. B. to B. third (*b*)
17. Kt. to B. third	17. Kt. to K. second
18. P. to Kt. fourth	18. Q. Kt. to Kt. third
19. B. to K. Kt. third	19. B. to Kt. fourth
20. Kt. to K. second	20. P. to Kt. third
21. Q. R. to Q. square	21. B. to Q. second (*c*)
22. P. to Q. R. fourth	22. B. to K. R. fifth
23. Kt. to R. second	23. Q. to B. third
24. B. takes B.	24. Q. takes B.
25. Q. to K. Kt. third	25. Q. takes Q.
26. P. takes Q.	26. R. to K. sixth
27. Kt. to B. square	27. R. to K. second
28. Kt. to B. fourth	28. R. takes R.
29. R. takes R.	29. Kt. takes Kt.
30. P. takes Kt.	30. Kt. to K. third
31. B. to B. fifth	31. P. takes P.
32. B. takes Kt.	32. P. takes B.
33. Kt. P. takes P.	33. B. takes P.

34. R. takes P.	34. P. to B. third
35. P. to Kt. fifth	35. P. takes P.
36. P. takes P.	36. K. to B. second
37. R. to Q. sixth	37. R. to R. second
38. P. to Kt. sixth (check)	38. K. to K. square
39. Kt. to K. third	39. B. to Kt. fourth
40. Kt. to B. fifth	40. P. to R. fourth
41. R. to K. sixth (check)	41. K. to B. square
42. R. to Q. sixth	42. K. to K. square
43. R. to K. sixth (check)	43. K. to B. square
44. R. to Q. sixth	44. K. to K. square

And the game was drawn.

Notes.

(*a*) "Kt. to Q. B. third" is perhaps a little better.

(*b*) To prevent the adverse B. from occupying K. fifth square, where its action would presently have been formidable.

(*c*) Threatening to win a piece by playing "B. to Q. Kt. fourth."

Game between Mr. T. J. GRINFIELD and Mr. T. S. LIVIUS.

(*Ruy Lopez Knight's Game.*)

White. (Mr. T. J. GRINFIELD.)	*Black.* (Mr. T. S. LIVIUS.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to Q. Kt. fifth	3. P. to Q. R. third
4. B. to Q. R. fourth	4. K. Kt. to B. third
5. Q. to K. second	5. P. to Q. Kt. fourth
6. B. to Q. Kt. third	6. B. to Q. B. fourth
7. P. to Q. B. third	7. P. to Q. third
8. P. to Q. third	8. B. to K. Kt. fifth
9. B. to K. third	9. B. takes B.
10. P. takes B.	10. Castles
11. Castles	11. Q. Kt. to K. second
12. P. to Q. R. fourth	12. Q. to Q. second
13. Q. Kt. to Q. second	13. B. to K. third
14. P. takes P.	14. P. takes P.
15. B. takes B.	15. P. takes B.
16. P. to Q. fourth	16 Q. Kt. to Kt. third

17. P. takes P.	17. P. takes P. (*a*)
18. P. to Q. B. fourth	18. P. takes P.
19. Q. takes P.	19. Q. R. to Q. Kt. square
20. Q. R. to R. seventh	20. K. R. to B. second (*b*)
21. K. R. to Q. B. square	21. Q. R. to Q. B. square (*c*)
22. P. to Q. Kt. fourth	22. Q. Kt. to R. fifth (*d*)
23. Q. to Q. B. third (*e*)	23. Q. Kt. takes Kt. (check)
24. P. takes Kt.	24. Kt. to K. R. fourth (*f*)
25. Kt. to Q. B. fourth	25. Q. to Q. Kt. fourth
26. Kt. to Q. sixth	26. Q. to K. seventh (*g*)
27. Kt. takes Q. R.	27. Q. takes K. B. P.
28. Q. R. to R. second (*h*)	

And Black resigns.

Notes.

(*a*) If Black had taken the P. with Q. Kt., White, by exchanging Kt.'s, would have equally doubled Black's Pawns, as in the actual game.

(*b*) 20. "Q. R. takes P." would have been answered by 21. "Q. R. takes P.," threatening "R. to Q. B. sixth."

(*c*) 21. "Q. R. takes P." would have been less dangerous in this position than it would have been a move earlier. Had he made this move here, the position would have become one of much difficulty to both players.

(*d*) This strikes us as a very weak move.

(*e*) This, we believe, was much better than 23. "Kt. takes Kt."

(*f*) 24. "Q. to Q. third" would have been answered by 25. "Kt. to Q. B. fourth."

(*g*) If 26. "P. takes Kt.," Black would have lost very speedily, *e.g.* :—

	26. P. takes Kt.
27. Q. takes R. (check)	27. R. to K. B. square
28. Q. takes P. (check)	28. K. to R. square

29. K. R. to Q. B. eighth, and wins.

(*h*) White had to play with some care here, as Black threatened to draw by perpetual check.

One of four Games played simultaneously by Herr LÖWENTHAL, at the Bristol Athenæum, Nov. 7, 1860, Herr L. giving his Q. Kt.

(*Remove White's Queen's Knight.*)

White. (Herr LÖWENTHAL.)	*Black.* (Mr. T. J. GRINFIELD.)
1. P. to K. fourth	1. P. to K. third
2. P. to K. B. fourth	2. P. to Q. fourth
3. P. to K. fifth	3. P. to Q. fifth (*a*)
4. B. to Q. B. fourth	4. P. to Q. B. fourth
5. P. to Q. third	5. Q. Kt. toB. third

6. P. to Q. R. fourth	6. K. Kt. to R. third
7. K. Kt. to B. third	7. K Kt. to B. fourth
8. Q. to K. second	8. P. to K. B. third
9. P. to K. Kt. fourth	9. K. Kt. to R. third
10. P. takes P.	10. P. takes P.
11. P. to K. R. third (*b*)	11. Q. to Q. third
12. B. to Q. second	12. B. to Q. second
13. Castles (Q. R.)	13. Castles
14. K. R. to K. square	14. Q. R. to K. square
15. Q. to K. B. second	15. P. to K. fourth
16. P. to K. B. fifth	16. B. to K. Kt. second
17. K. to Kt. sqnare	17. Q. R. to K. second
18. Q. to K. R. fourth	18. K. Kt. to B. second
19. K. R. to K. fourth	19. P. to K. R. fourth
20. Q. to K. Kt. third	20. P. takes P.
21. P. takes P.	21. B. to K. R. third
22. Kt. to K. R. fourth	22. B. takes B.
23. Q. R. takes B.	23. K. Kt. to Kt. fourth
24. K. R. to K. squore	24. K. R. takes Kt.
25. Q. takes R.	25. K. Kt. to B. sixth
26. Q. to K. B. second	26. K. Kt. takes K. R.
27. Q. takes Kt.	27. R. to K. R. second
28. Q. to K. Kt. third *c*)	28. R. to K. R. eighth (check)
29. K. to R. second	

And Black mates in seven moves.(*d*)

Notes.

(*a*) A good move, preventing White's playing "P. to Q. fourth." It was adopted in various similar positions, by Thompson, in his match with Morphy, and is highly recommended by the latter.

(*b*) It would have weakened White's game to have captured the K. P., on account of the serious exchanges that would have followed.

(*c*) This would seem an oversight.

(*d*) The mate can be forced thus:—

	29. Kt. to Q. Kt. fifth (check)
30. K. to Kt. third (best) or (A)	30. R. to Q. R. eighth
31. B. to K. sixth (best) (or 1,2,3,4)	31. B. takes B. (check)
32. P. takes B. (or A)	32. Q. takes P. (check)
33. P. to Q. B. fourth	33. P. takes P. *en passant* (dis. ch.)
34. K. takes P.	34. R. to Q. B. eighth (check)
35. R. to Q. B. second	35. R. takes R. mate

(A)

32. P. to Q. B. fourth	32. P. takes P. *en passant* (dis. ch.)
33. P. takes B. (best)	34. Q. takes K. P. (check)

And the position is the same as after Black's 33rd move in the above leader.

(1)

31. B. to Q. Kt. fifth	31. Q. to Q. fourth (check)
32. P. to Q. B. fourth	32. P. takes P. *en passant* (dis. ch.)
33. K. takes P. or (B)	33. K. to Q. R. seventh (check)

and mates next move.

(B)

33. B. to Q. B. fourth	33. B. takes Q. R. P. (check)

and mates next move.

(2)

31. B. to Q. R. sixth	Q. to Q. fourth (check)

and mates next move.

(3)

31. B. to Q. fifth	31. Q. takes B. (check)

(4)

31. B. to K. B. seventh, or B. to K. Kt. eighth	31. B. takes Q. R. P. (check)

and mates next move.

30. K. to R. third	30. R. to Q. R. eighth (check)
31. B. to Q. R. second (best)	31. R. takes B. (check)
32. K. to Kt. third	32. B. takes Q. R. P. (check)

and mates next move.

CHESS IN PARIS.

Game played at the Café de la Régence, Nov. 21, 1860, between Herr KOLISCH and M. MACZUCSKI, one of the leading players of the Café, the former giving the odds of the Q.'s Kt.

(*Remove White's Q. Kt.*)

White. (Herr KOLISCH.)	*Black.* (M. MACZUCSKI.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to B. third	3. P. to K. Kt. fourth
4. B. to B. fourth	4. B. to Kt. second
5. Castles	5. P. to Q. third
6. P. to Q. B. third	6. Kt. to Q. B. third
7. P. to Q. fourth	7. P. to K. R. fourth
8. P. to K. R. fourth	8. P. to Kt. fifth
9. Kt. to Kt. fifth	9. Kt. to R. third
10. Q. B. takes P.	10. Castles
11. B. to K. third	11. Q. to K. second
12. Q. to Q. third	12. K. to R. square

13. P. to K. fifth	13. P. to B. fourth
14. P. takes P. (*en passant*)	14. B. takes P.
15. Q. to Kt. sixth	15. Q. to Kt. second
16. Q. takes P.	16. Kt. to Q. square
17. Kt. to K. fourth	17. K. to R. second
18. B. to Q. third	

And Black resigned.

Game played at the Café de la Régence, December 29th, 1860, between Mr. MAYALL and M. BUDZYNSKI.

(*Philidor's defence to the K. Kt. opening*).

Black. (M. MAYALL.)	*White.* (M. BUDZYNSKI.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. P. to Q. third
3. P. to Q. fourth	3. P. takes P.
4. Q. takes P.	4. P. to Q. R. third
5. B. to K. third	5. Kt. to K. B. third
6. Kt. to B. third	6. Kt. to B. third
7. Q. to Q. second	7. B. to K. second
8. B. to Q. third	8. Castles
9. P. to Q. R. third	9. P. to Q. Kt. fourth
10. P. to K. R. third	10. B. to Kt. second
11. Castles (K. R.)	11. Kt. to Q. second
12. Q. R. to Q. square	12. Q. to K. square
13. P. to K. Kt. fourth	13. K. Kt. to K. fourth
14. Kt. takes Kt.	14. Kt. takes Kt.
15. B. to K. second	15. Q. R. to Q. square
16. P. to B. fourth	16. Kt. to Kt. third
17. B. to Q. third	17. B. to K. B. third
18. P. to B. fifth	18. B. takes Kt.
19. P. takes B.	19. Kt. to K. fourth
20. K. to R. second	20. P. to Q. B. fourth
21. P. to B. sixth	21. Kt. to Kt. third
22. P. takes P.	22. Q. to K. fourth (check)
23. B. to K. B. fourth	23. Q. takes Kt. P.
24. B. to Kt. third	24. K. R. to K. square
25. P. to Q. B. fourth	25. B. takes P.

26. B. takes B.	26. R. takes B.
27. P. takes P.	27. P. takes P.
28. Q. R. to K. square	28. R. to Q. fifth
29. Q. to R. fifth	29. R. to Q. B. square
30. Q. takes P.	30. Kt. to K. fourth
31. R. to K. second	31. Q. to Kt. third
32. B. takes Kt.	32. P. takes B.
33. R. to B. fifth	33. P. to K. fifth
34. Q. to Kt. seventh	34. Q. to Q. third (check)
35. K. to Kt. second	35. R. to B. second
36. Q. to R. eighth (check)	36. K. to Kt. second
37. R. to Kt. fifth (check)	37. K. to R. third
38. Q. to K. Kt. eighth	

And White resigned.

Game played between Herr KOLISCH and M. MACZUCSKI, Dec. 31st, 1860.

(*Remove White's Q. Kt.*)

White. (Herr KOLISCH.)	*Black.* (M. MACZUCSKI.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to B. third	2. Kt. to Q. B. third
3. B. to B. fourth	3. B. to B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to B. third	5. B. to B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Kt. third
9. B. to Kt. second	9. B. to Kt. fifth
10. Q. to R. fourth	10. B. takes Kt.
11. P. to Q. fifth	11. Q. to Kt. fourth
12. P. to Kt. third	12. B. takes K. P.
13. Q. R. to K. square	13. Castles
14. R. takes B.	14. Q. Kt. to K. second
15. Q. to Q. square	15. P. to K. B. fourth
16. R. to K. sixth	16. P. to K. R. fourth
17. K. R. to K. square	17. P. to B. fifth
18. K. to Kt. second	18. Kt. to Kt. third

19. K. R. to K. fourth	19. P. to B. sixth (check)
20. Q. takes P.	20. Kt. to B. third
21. P. to K. R. fourth	21. Q. to Q. seventh
22. B. takes Kt.	22. P. takes B.
23. Q. to B. fifth	23. Q. takes B. P. (check)
24. Q. takes Q.	24. B. takes Q.
25. K. takes B.	25. Q. R. to B. square
26. B. to K. second	26. P. to K. B. fourth
27. R. to R. fourth	27. Kt. to K. fourth
28. R. takes R. P.	28. K. to Kt. square
29. R. to R. fourth	29. Kt. to Kt. fifth (check)
30. B. takes Kt.	30. B. P. takes Kt. (dis. check)
31. R. to B. fourth	31. R. to K. square
32. R. to K. B. fifth	32. R. takes R.
33. P. takes R.	33. K. to B. square
34. P. to K. seventh	34. R. to K. square
35. R. takes P.	35. R. takes P.
36. R. to Kt. fifth	36. P. to Q. B. fourth
37. R. takes Kt. P.	37. P. to Q. fourth
38. R. to Kt. fifth	38. R. to Q. second
39. K. to K. second	39. K. to B. second
40. P. to R. fifth	40. K. to Q. third
41. P. to R. sixth	41. R. to R. second
42. R. to Kt. sixth (check)	42. K. to K. fourth
43. P. to Kt. fourth	43. K. to Q. fifth
44. P. to Kt. fifth	44. R. to K. second (check)
45. K. to B. second	45. P. to B. fifth
46. R. to Kt. seventh	46. R. to K. fifth
47. P. to R. seventh	47. R. to R. fifth
48. P. to Kt. sixth	48. P. to B. sixth
49. R. to Q. B. seventh	

And Black resigned.

Game played at the London Chess Club, Sept. 1, 1860, between Herr HARRWITZ and Mr. HARRIS.

(*Remove White's Queen's Rook.*)

White. (Herr HARRWITZ.)	*Black.* (Mr. HARRIS.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. B. to B. fourth	3. P. to Q. fourth
4. P. takes P.	4. Kt. to K. B. third
5. Kt. to Q. B. third	5. B. to Q. Kt. fifth
6. Kt. to K. B. third	6. B. to K. Kt. fifth
7. Castles	7. B. takes Q. Kt.
8. R. to K. square (check)	8. B. to K. fourth
9. R. takes B. (check)	9. K. to B. square
10. P. to Q. fourth	10. Q. Kt. to Q. second
11. P. to K. R. third	11. Kt. takes R.
12. P. takes Kt.	12. B. takes Kt.
13. Q. takes B.	13. Kt. to Q. second
14. Q. B. takes P.	14. Kt. to Q. Kt. third
15. B. to Q. Kt. third	15. P. to K. R. fourth
16. P. to Q. sixth	16. P. takes P.
17. B. to Kt. fifth	17. Q. to Q. second
18. P. to K. sixth	18. Q. to B. second
19. P. to K. seventh (check)	19. K. to K. square
20. Q. takes B. P. (check)	20. K. to Q. second
21. P. to Q. eighth (ch.) (dis. ch.)	

And mates.

SOLUTIONS TO PROBLEMS.

No. 121. *Page* 15.

White.	*Black.*
1. R. to Q. R. square	1. K. takes P.
2. R. to Q. R. fifth	2. K. to K. fourth
3. R. takes P. (check)	3. P. to Q. fourth
4. Kt. to Q. B. fourth, mates	

No. 122. *Page* 15.

White.	*Black.*
1. Q. to Q. eighth (A)	1. B. takes Q. best *
2. R. to K. Kt. fourth (check)	2. P. takes R.

3. R. to Q. Kt. seventh	3. B. to K. second or Q. B. second, or †
4. R. takes B.	4. Anything
5. R. to K. R. seventh, mating	

* If "R. to K. Kt. sixth," White "R. takes B." and mates easily next move.

† If K. moves, or "B. to K. Kt. fourth," White "R. to K. R. seventh (check)," and must be mated.

(A) Supposing White, for first move, plays "R. takes B." Black plays "Kt. to Q. B. fourth," and White cannot then mate in five moves.

No. 123. *Page* 16.

White.	*Black.*
1. Kt. to K. seventh	1. Q. Kt. P. moves
2. Kt. to Q. B. sixth	2. Q. B. P. checks
3. K. to Q. square	3. P. takes P. (check)
4. K. to Q. B. square	4. Q. Kt. P. moves
5. R. to K. Kt. fourth, mate	

Var. A.

	1. Q. B. P. checks
2. K. to Q. square	2. P. takes P. (check)
3. K. to Q. B. square	3. Anything
4. Kt. to Q. B. sixth, and next move mates.	

N.B.—If Black begins in any other way, he is mated all the sooner.—D. Forbes.

No. 124. *Page* 16.

White.	*Black.*
1. R. takes R.	1. P. takes R.
2. K. to K. B. seventh	2. P. to K. R. third (or *a*)
3. P. to K. R. fifth	3. R. P. takes P.
4. R. P. takes P.	4. P. to Q. fifth
5. P. to K. Kt. seventh (check)	5. K. to K. R. second
6. P. Queens (check)	6. K. to R. third
7. Q. mates	

(*a*) If either Q. P. or Q. Kt. P. instead.

No. 125. *Page* 31.

White.	*Black.*
1. Kt. to K. sixth	1. R. to Q. R. or Q. Kt. square
2. Kt. to K. eighth	2. R. to K. R. or K. Kt. square
3. K. to Q. seventh, and wins	

No. 126. *Page* 31.

White.	*Black.*
1. R. to K. B. fourth and wins	

The Student will find there is no other way to win.

No. 127. *Page* 32.

White.	*Black.*
1. R. to Q. B. fourth	1. Anything
2. Q. R. or Kt. mates	

No. 128. *Page* 32.

White.	*Black.*
1. Q. to Q. B. second (check)	1. Kt. takes Q.
2. R. takes Kt. (check)	2. B. covers
3. R. to B. third	3. P. takes R.
4. B. mates	

No. 133. Problem by JOHN GOCHER, Esq.

BLACK.

WHITE.

White to move, and mate in two moves.

No. 134. Problem by J. T. BARLIN, Esq.

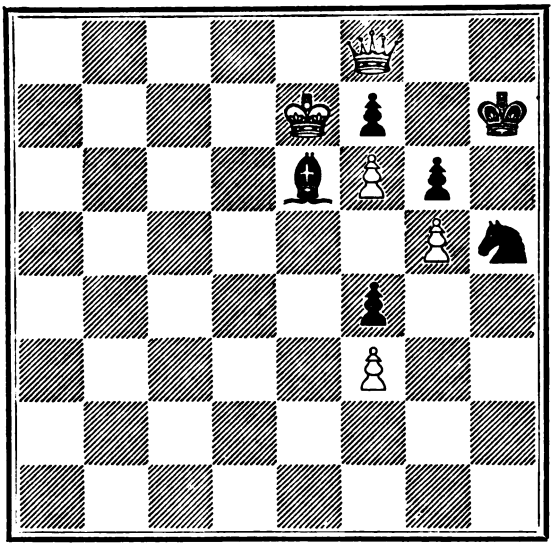
BLACK.

WHITE.

White to move, and mate in three moves.

No. 135. An intesesting End Game occurring between Herr KLING and Mr. M. PROVAN, Sec. of the Athenæum Chess Club, Glasgow.

BLACK.



WHITE.

White to move and draw.

No. 136. Problem by S. A. HARRISON, Esq., Camberwell.

BLACK.

WHITE.

White to move, and mate in three moves.

HORÆ MATUTINÆ.

Scene—THE PHILIDORIAN CHESS ROOMS.

(Time, half-past 12 o'clock A.M.)

THE DOCTOR *is alone in the room, looking out of the window, against which the rain is beating with violence. The servant comes in with the breakfast tray, putting it on a table near the fireplace.*

THE DOCTOR *soliloquises.* What a terrible storm there was yesterday; what misfortunes, what shipwrecks there must have happened. I hope no Chess-player has been drowned; there is KLING coming over from Ireland: if he were to encounter such a hurricane on the sea, he would not be able to give lectures for a fortnight afterwards; or if he were drowned, what a loss to the end-games, and how many end-games would be lost with him. There is MORPHY, too, coming from America they say, going to reside in Paris; I wonder if he has encountered the storm; I do not suppose any harm has befallen him, Caissa is too fond of her favourite son not to see him safely over the sea (*sits down to his breakfast*).

Enter MR. LONG (the Professor).

THE PROFESSOR. How are you, Doctor, in this pluvial weather? you do not seem to be much put out by it, and enjoy, as I see, your meals as usual; I do not feel at all the thing.

THE DOCTOR. The animal must be kept alive in rain and sunshine, the clock must be wound up if you want to know the time, but with all that, I do not pretend, like Mr. GRUMBLE, to be fond of bad weather, or, at least, of all weathers, as he expresses himself. Any news in the Chess world?

THE PROFESSOR. Oh, yes; KOLISCH has arrived from Paris with the Count KUSCHELEFF BEZBORODKO; I have seen them yesterday at the St. James's Club. The Count, who is a very promising player, is playing a match with LÖWENTHAL, who gives him half a Knight; the score stands—LÖWENTHAL 4, KUSCHELEFF 3. The winner of the first five is to be the victor.

THE DOCTOR. Has KOLISCH played any games as yet?

THE PROFESSOR. Yes; he has played at the London Club, at the St. George's Club, at the St. James's Club, at the Grand Cigar Divan, and here at the Philidorian. He has played with Captain KENNEDY and Mr. MONGREDIEN on even terms; with Mr. MANN and others at odds; but has won every game he has played as yet, as I hear, so that it appears he has not fallen off at all in his play since his last visit to England. I read in last week's *Era* about MAYALL and CAMPBELL having made even games; how is it, that CAMPBELL could not beat him, and what sort of a player is MAYALL?

THE DOCTOR. MAYALL is a young player of great promise, to

whom, a year ago, or so, all the good players—as HARRWITZ, FALKBEER, ZYTOGORSKI, &c.—gave a Knight, and who now plays with all of them on even terms, though, of course, not with equal chance, which is not to be expected, though he may be safely numbered among the best and most promising players in the Metropolis. As to his making even games with CAMPBELL, that is a mis-statement, for out of sixteen games they played, he won one, drew three, and CAMPBELL won the rest.

THE PROFESSOR. Have you seen the new Chess column in the *Dial*, a weekly paper? it is very well done; I wonder who edits it.

THE DOCTOR. I do not know, it is a secret as yet. There are now, since the new year, two weekly Chess-columns more in London, the *Dial* and the *Drawing Room*, and both are ably edited; and in the provinces the *Newcastle Daily Journal*, edited by Mr. C. P. LLOYD; the CHESS PLAYER'S CHRONICLE seems to draw occasionally upon the newly started *Drawing Room*, which seems to me a proof of its merit.

THE PROFESSOR. It ought to contain good matter, as the Chess-colums are under the superintendence of the late Editor of the CHESS PLAYER'S CHRONICLE, who can have no objection to see his articles re-produced in that periodical. One takes a pride even in his children *in-law*, if they do not become too degenerate.

Enter CAPTAIN O'MILLAN *and others.*

CAPTAIN O'MILLAN. Good morning, gentlemen, deucedly wet to-day. I have great news for you. What do you think, I played three games yesterday at the Divan, with old LÖWE, and what do you think was the result?

THE DOCTOR. You lost them all three.

THE CAPTAIN. No, by St. Patrick. I made even games, one and one, and one drawn. What do you think of that?

THE DOCTOR. I am sorry for LÖWE, in that case; he must have terribly fallen off.

THE CAPTAIN. Why cannot you suppose that I have improved?

THE DOCTOR. It is too late in the day for that. At your age, Captain, people only improve in respectability, apparent, of course, grey hair, big stomach, steady walk, and so on.

THE CAPTAIN. None of your nonsense, Doctor. I am sure I have much improved in Chess during the last six months; I even think I am stronger than you, now

THE DOCTOR. If that were the case, I must have made considerable way down hill. But in reality, there is very little Chess-play going on in London now.

THE CAPTAIN. There are no English Chess-players of any considerable strength to be found now: if it were not for foreign players who occasionally enliven the Chess circles, Chess would be a dead letter. Let us see—there is FALKBEER, HARRWITZ, HORWITZ,

KOLISCH, LÖWE, and LÖWENTHAL; what would Chess in London be without them?

THE DOCTOR. It is true, English Chess-players seem to care very little for the game just now, but we must not complain of want of good Chess-players; Providence has blessed, or otherwise, this country with Chess-players as well as other good things. Listen, Captain: in the metropolis alone, what an array; there is BARNES, BIRD, BODEN, BRIEN, BUCKLE, CAMPBELL, LEWIS, MEDLEY, MONGREDIEN, SLOUS, STAUNTON, WALKER, and WYVILL, not counting a host of others of less firmly-established celebrity. It is true some of them have given up play; but it is a real pity that nearly all of them have entirely lost their ardour for the game. It would be worth while to write an article about the reasons of the decay of high Chess in England. You, Professor, ought to do it.

THE PROFESSOR. Well, I shall consider about it.

[*Here a band of Rifle Volunteers, followed by several companies, passed through the street, and thus enticing the speakers to the window, interrupted the conversation.*]

SYNTHESIS, ANALYSIS, AND THEORY OF CHESS.

EUROPEAN, and, in the last few years, Transatlantic journals devoted to the special subject of Chess, have dwelt with some minuteness upon the early history of the game. Whether Chess is artistic rather than scientific has also been discussed, if not with first-rate ability or unerring sagacity, in a manner which does justice to a comparatively insignificant matter. Into a more important question, such as the different subdivisions of Chess, or, to speak more accurately, the characteristic qualities of its representatives, critics have failed to enter with requisite precision. Elements of true criticism have indeed floated about, after the method of Lucretius, but have been too chastely modelled after their original, as they have been antagonistic, not coinciding elements. We intend, if we can, to embody some of these spiritualisms.

There are three schools of Chess-players; one, by far the highest, is synthetical; the second loves analysis; the third, the lowest in the scale of ability, is the advocate of "the rights of labour," and, when it cannot grasp the substance, catches at even the faintest shadow of theory, which it is too apt to mistake for learning. We do not, however, when writing upon the game of Chess, use such words as *synthesis*, *analysis*, and *theory* with the same scientific exactness. The first two will very well illustrate our true meaning; "theory," although the most purely technical of the three terms, is employed with some strain upon the English language. Chess "theory" is not godlike, as the derivation of the word would signify; it assumes, on the contrary, a very mundane character. Not rising to the highest

speculations of genius, it is rather "Pelion upon Ossa," labour piled upon labour. Chess-players of the theoretical school are notoriously the busiest and most painstaking members of their clubs; the work produced by them is so transitory that it almost deserves the appellation "evanescent." To what cause is such a result to be ascribed? Is it the ever-flitting, and therefore infinite nature of the subject-matter? Or is it the gross incapacity of the ambitious authors? The first reason cannot be entertained deliberately. Arts and sciences, partaking far less of the finite, have been reduced to fixed principles; Chess seems to elude its visionary professors. The fact is, that theorists, if they would but confine themselves to their native marshes, would enjoy a tolerably harmless, frog-like existence. Why, then, should they make an irruption into meadow-land? Players of the highest order, men who, like DES CHAPELLES, LA BOURDONNAIS, and M'DONNELL, have gained for themselves a historic name, are not theorists, although by the superficial they are often confounded with them. Theory apes synthesis. Synthesis, that rare gift of genius, invents; theory borrows from the stores of real learning. In short, the theoretical player plumes himself upon his magpie style, whilst the synthetic amateur has already quitted the ground covered by others, and is soaring heavenwards. Analytical *power*, although intellectually below synthetical *inspiration*, is not without intrinsic value. It is, as it were, the handmaid of the highest form of ability. Not attempting to surpass itself, it developes with accuracy the work which it undertakes. Analysis, in our opinion, should be exhaustive; for although we do hear of "suggestive analysis," *that*, if worth anything, falls really under the head of synthesis. Indeed, synthetical genius of the first order pre-supposes a competent acquaintance with analytical rules; whilst good analysis ought to contain the germ of greatness. The above few remarks will call the attention of our readers to the qualities necessary to the composition of a good Chess-player. It is not to be wondered at that there should be such a dearth of practical ability amongst the average frequenters of private clubs and public rooms, that most of the treatises on the game should be nothing more than weakly-digested compilations:—

"Fools rush in where angels fear to tread."

Problems, which form a great, indeed much too bulky, a portion of modern Chess literature, we have not placed under a separate head. Many of such *compositions* bear no truer relation to practical Chess than do ingenious puzzles to mathematics. It is true that there are problems of a higher order—Chess studies, which, besides being of a practical character, illustrate in a marked manner the peculiar genius of the game. But such inventions may fairly be reckoned amongst the happiest examples of synthetical ability.

The above article and the Review of the History of Chess appeared in the *Drawing-Room*.

The following Game is the first in a Match between Mr. THOROLD, of Sheffield, and Mr. WATKINSON, of Huddersfield. The winner of the first seven Games is to be the victor, and the Games are to be played alternatively at Huddersfield and Sheffield.

(*Evans' Gambit.*)

Black. (Mr. THOROLD.)	*White.* (Mr. WATKINSON.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes P.
5. P. to Q. B. third	5. B. to Q. B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. Q. Kt. to B. third	9. Q. B. to K. Kt. fifth
10. Q. to Q. R. fourth	10. B. takes Kt.
11. P. to Q. fifth	11. Q. B. to K. Kt. fifth
12. P. takes Kt.	12. P. takes P.
13. Q. takes P. (check)	13. B. to Q. second
14. Q. to Q. fifth	14. B. to K. third
15. B. to Q. Kt. fifth (check)	15. K. to B. square
16. Q. to Q. third	16. P. to K. B. third
17. K. to R. square	17. K. Kt. to K. second
18. Q. B. to Q. R. third	18. P. to K. R. third
19. P. to K. fourth	19. K. to Kt. square
20. P. to K. fifth	20. Kt. to K. B. fourth
21. B. to Q. B. fourth	21. B. takes B.
22. Q. takes B. (check)	22. K. to R. second
23. Kt. to Q. fifth	23. K. B. P. takes P.
24. P. takes P.	24. Q. to Kt. fourth
25. Q. to K. fourth	25. K. R. to K. B. square
26. P. to K. Kt. fourth	26. Q. R. to K. square
27. R. takes Kt.	27. R. takes R.
28. P. to K. sixth	28. R. takes P.
29. Q. takes R. (check)	29. Q. takes Q.
30. P. takes Q.	30. R. to K. fourth
31. Kt. takes B.	31. R. P. takes Kt.
32. R. to Q. B. square	32. P. to Q. B. fourth

33. R. to Q. Kt. square	33. R. to K. sixth
34. B. to B. square	34. R. to K. eighth (check)
35. K. to Kt. second	35. P. to Q. Kt. fourth
36. K. to B. second	36. R. to Q. eighth
37. K. to K. second	37. R. to K. R. eighth
38. P. to Q. R. third	38. R. takes P. (check)
39. K. to Q. square	39. R. to K. B. seventh
40. R. takes P.	40. R. takes P.
41. P. to Q. R. fourth	41. P. to K. R. fourth
42. P. to Q. R. fifth	42. P. to K. R. fifth
43. P. to Q. R. sixth	43. R. to K. B. square
44. P. to Q. R. seventh	44. R. to Q. R. square
45. R. to Q. Kt. seventh	45. P. to K. R. fifth
46. B. to K. B. fourth	46. K. to Kt. third
47. B. takes P.	47. R. to Q. square
48. R. to Q. Kt. eighth	48. R. takes B. (check)
49. K. to K. second	49. R. to Q. R. third
50. P. queens	50. R. takes Q.
51. R. takes R.	51. K. to B. fourth

And White soon resigns.

Games between Mr. JOHN GOCHER and Mr. BRIEN.

GAME I.

(*Allgaier Gambit.*)

White. (Mr. JOHN GOCHER.)	*Black.* (Mr. BRIEN.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. Kt. fourth
4. P. to K. R. fourth	4. P. to K. Kt. fifth
5. Kt. to K. fifth	5. Kt. to K. B. third
6. Kt. takes P.	6. Kt. takes P.
7. P. to Q. third	7. Kt. to K. Kt. sixth
8. B. takes P.	8. Kt. takes R.
9. Q. to K. second (check)	9. Q. to K. second
10. Kt. to K. B. sixth (check)	10. K. to Q. square
11. B. takes P. (check)	11. K. takes B.
12. Kt. to Q. fifth (check)	12. K. to Q. square

13. Kt. takes Q.	13. B. takes Kt.
14. Q. to K. Kt. fourth	14. P. to Q. third (*a*)
15. Q. to K. B. fourth	15. B. to K. third
16. Q. to K. R. second	16. R. to K. Kt. square
17. Q. takes Kt.	17. R. to K. Kt. fifth
18. P. to K. Kt. third	18. Kt. to Q. B. third
19. Kt. to Q. B. third	19. R. takes K. Kt. P.
20. Castles	20. R. to K. Kt. fourth
21. B. to K. R. third	21. R. takes P.
22. Q. to K. Kt. second	22. K. to Q. second
23. B. takes B.	23. P. takes B.
24. R. to K. B. square	24. R. to K. R. third
25. Q. to K. Kt. seventh	25. R. to K. R. seventh (*b*)
26. Kt. to K. fourth	26. P. to K. R. third
27. Kt. takes Q. P.	27. Kt. to Kt. fifth
28. Kt. to Q. B. fourth	28. R. takes Q. B. P. (check)
29. K. to Kt. square	29. R. to K. R. seventh
30. Kt. to K. fifth (check)	30. K. to Q. third
31. Q. to K. Kt. third	

And Black resigned.

Notes.

(*a*) We should have preferred "R. to K. square."

(*b*) Better to have given up the Pawn and have played "R. to K. Kt. third," followed by "Q. R. to K. Kt. square."

Game II.

Between the same Opponents.

(*Philidor's defence.*)

White. (Mr. Brien.)	*Black.* (Mr. John Gocher.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. P. to Q. third
3. K. B. to Q. B. fourth	3. B. to K. second
4. Q. to K. second	4. Q. Kt. to B. third
5. P. to Q. B. third	5. B. to K. Kt. fifth
6. P. to Q. Kt. fourth	6. Q. to Q. second
7. P. to Q. R. fourth	7. K. Kt. to B. third
8. P. to Q. R. fifth	8. P. to Q. fourth

9. B. takes P.	9. Kt. takes B.
10. P. takes Kt.	10. Q. takes P.
11. P. to Q. B. fourth	11. B. takes Kt.
12. P. takes Q.	12. B. takes Q.
13. P. takes Kt.	13. B. to Q. R. third
14. B. to Q. Kt. second	14. P. to K. B. third
15. Kt. to Q. B. third	15. P. takes P.
16. B. to Q. R. third	16. K. to K. B. second
17. K. to Q. square	17. Q. R. to Q. square
18. K. R. to K. square	18. Q. R. to Kt. square
19. R. to Kt. square	19. K. R. to Q. sixth
20. R. to K. third	20. R. takes R.
21. K. B. P. takes R.	21. B. to Q. sixth
22. R. to Kt. second	22. K. to K. third
23. P. to K. Kt. third	23. P. to K. Kt. fourth
24. K. to K. square	24. P. to K. fifth
25. K. to K. B. second	25. P. to K. R. fourth
26. K. to K. Kt. second	26. P. to K. B. fourth
27. Kt. to Q. square	27. K. to Q. fourth
28. Kt. to K. B. second	28. K. to Q. B. fifth
29. Kt. takes B.	29. P. takes Kt.
30. R. to Kt. square	30. B. takes Kt. P.
31. R. to Q. B. square (check)	31. K. to Q. fourth
32. B. takes B.	32. R. takes B.
33. R. to K. B. square	33. K. to K. fifth
34. R. to Q. B. square	34. R. to Kt. seventh
35. R. takes B. P.	35. R. takes P. (check)
36. K. to R. third	36. P. to Kt. fifth (check)
37. K. to R. fourth	37. R. takes R. P. (check)
38. K. to Kt. fifth	38. P. to Q. seventh

And wins.

Game in a match between Messrs. WORMALD and HARPER, played January 12th, 1861.

White. (Mr. WORMALD.)	*Black.* (Mr. HARPER.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. Kt. fifth	3. P. to Q. R. third

4. B. to R. fourth	4. Kt. to R. B. third
5. Castles	5. P. to Q. Kt. fourth
6. B. to Q. Kt. third	6. B. to Q. B. fourth
7. P. to Q. B. third	7. B. to Kt. third
8. P. to Q. fourth	8. Q. to K. second
9. P. to Q. fifth	9. Kt. to Q. square
10. B. to K. Kt. fifth	10. P. to K. R. third
11. B. to K. R. fourth	11. P. to Q. third
12. Q. Kt. to Q. second	12. P. to K. Kt. fourth
13. B. to Kt. third	13. P. to R. fourth
14. P. to K. R. fourth	14. Kt. to R. second
15. P. takes P.	15. Kt. takes P.
16. B. to K. R. fourth	16. Kt. takes Kt. (check)
17. Kt. takes Kt.	17. P. to K. B. third
18. P. to Q. R. fourth	18. K. R. to Kt. square
19. Kt. to K. square	19. R. to Kt. fifth
20. P. to Kt. third	20. Q. to Kt. second
21. Kt. to Kt. second	21. Kt. to K. B. second
22. Q. to Q. third	22. Kt. to Kt. fourth
23. B. takes Kt.	23. R. takes B.
24. Q. R. takes Kt. P. (*a*)	24. R. takes K. Kt. P.

And White resigned.

Note.

(*a*) He can do nothing to save the game, if "K. to R. second," then Q. to her second, and "B. takes K. B. P." if "R. to K. R. square."

Game played Sept. 1, 1860, between Herr HARRWITZ and "DELTA."

Black. (Herr HARRWITZ.)	*White.* ("DELTA.")
1. P. to K. fourth	1. P. to K. third
2. P. to K. B. fourth	2. P. to Q. fourth
3. Kt. to Q. B. third	3. P. to Q. fifth
4. Q. Kt. to K. second	4. P. to Q. B. fourth
5. Kt. to Kt. third	5. Kt. to K. B. third
6. B. to B. fourth	6. B. to Q. second
7. P. to K. fifth	7. Kt. to Q. fourth
8. B. takes Kt.	8. P. takes B.

9. P. to Q. third	9. B. to K. second
10. Q. to B. third	10. B. to Q. B. third
11. Kt. to R. third	11. B. to K. R. fifth
12. Q. to Kt. fourth	12. Castles
13. P. to B. fifth	13. Kt. to Q. second
14. P. to B. sixth	14. B. takes Kt. (check)
15. P. takes B.	15. P. to K. Kt. third
16. B. to B. fourth	16. R. to K. square
17. Castles (Q. R.)	17. Kt. takes K. P.
18. Q. to R. fourth	18. P. to K. R. fourth
19. B. takes Kt.	19. R. takes B.
20. P. to K. Kt. fourth	20. B. to Q. second
21. P. to Kt. fifth	21. Q. to B. second
22. Kt. to B. second	22. Q. R. to K. square
23. P. to K. Kt. fourth	23. P. to B. fifth
24. P. takes R. P.	24. P. takes Q. P.
25. Kt. takes P.	25. R. to K. seventh
26. R. to Q. second	26. R. takes R.
27. K. takes R.	27. R. to K. fifth
28. Q. to B. second	28. B. to Kt. fifth
29. P. takes P.	29. Q. to R. fourth (check)
30. P. to Kt. fourth	30. Q. takes R. P.

And Black announced mate in five moves.

Game between Herr KOLISCH and Mr. MEDLEY, of the London Chess Club.

White. (Herr KOLISCH.)	*Black.* (Mr. MEDLEY.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. B. third	3. P. to Q. fourth
4. Q. to R. fourth	4. B. to Q. second
5. P. takes P.	5. Kt. to Q. fifth
6. Q. to Q. square	6. Kt. takes Kt. (check)
7. Q. takes Kt.	7. Kt. to B. third
8. B. to B. fourth	8. K. B. to B. fourth
9. P. to Q. third	9. Q. to K. second
10. B. to K. Kt. fifth	10. P. to Q. B. third

11. Kt. to Q. second	11. P. to K. R. third
12. B. takes Kt.	12. Q. takes B.
13. Q. takes Q.	13. P. takes Q.
14. Kt. to K. fourth	14. B. to K. second
15. P. takes P.	15. B. takes P.
16. P. to K. B. third	16. R. to Q. square
17. Castles (Q. R.)	17. B. takes Kt.
18. Q. P. takes B.	18. B. to Q. third
19. R. to Q. third	19. K. to K. second
20. K. R. to Q. square	20. K. R. to Kt. square
21. P. to K. Kt. third	21. R. to Kt. fourth
22. B. takes P.	22. B. to B. second
23. R. takes R.	23. R. takes R.
24. B. to Q. fifth	24. P. to Kt. third
25. B. to B. sixth	

And wins.

Game between Herr KOLISCH and Mr. FRASER, of Dundee.

White. (Herr KOLISCH.)	*Black.* (Mr. FRASER.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to K. B. third
3. P. to Q. fourth	3. Kt. takes P.
4. P. takes P.	4. P. to Q. fourth
5. B. to Q. third	5. B. to K. second
6. Castles	6. Kt. to Q. B. fourth
7. P. to K. R. third	7. Kt. takes B.
8. P. takes Kt.	8. Q. Kt. to B. third
9. P. to Q. fourth	9. B. to K. third
10. Kt. to K. R. second	10. Q. to Q. second
11. P. to K. B. fourth	11. Castles (Q. R.)
12. B. to K. third	12. P. to K. R. third
13. Q. to Q. second	13. Q. R. to K. Kt. square
14. Kt. to Q. B. third	14. P. to K. Kt. fourth
15. P. to K. B. fifth	15. B. takes P.
16. Kt. takes Q. P.	16. P. to K. Kt. fifth
17. P. takes P.	17. B. takes P.
18. Kt. takes B. (check)	18. Kt. takes Kt.

19. R. takes P.	19. B. to K. third
20. R. to K. B. second	20. B. to Q. fourth
21. Q. R. to Q. B. square	21. Q. to K. R. sixth
22. R. to K. B. eighth (check)	22. K. to Q. second
23. R. takes P. (check)	23. K. takes R.
24. Q. to Q. R. fifth (check)	24. K. to Q. second
25. Q. to Q. eighth (check)	25. K. to to B. third
26. Q. to Q. sixth (check)	26. K. to Kt. fourth

And White draws by perpetual check.

Game in the Tournament, now playing at Manchester, between Messrs. KIPPIN and PINDAR.

White. (Mr. PINDAR.)	*Black.* (Mr. KIPPIN.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to Q. fourth	2. P. takes P.
3. P. to K. B. fourth	3. K. B. checks
4. Q. B. to Q. second	4. Q. to K. second
5. K. B. to Q. third	5. P. to Q. fourth
6. P. to K. fifth	6. Kt. to K. R. third
7. Kt. to K. B. third	7. B. takes B. (check)
8. Q. takes B.	8. P. to Q. B. fourth
9. Castles	9. Kt. to Q. B. third
10. Q. Kt. to R. third	10. P. to Q. R. third
11. Q. R. to Q. square	11. P. to Q. Kt. fourth
12. Kt. to K. Kt. fifth	12. Kt. to K. Kt. fifth
13. P. to K. B. fifth	13. Q. Kt. takes K. P.
14. Kt. to K. B. third	14. P. to K. B. third
15. P. to Q. B. third	15. P. takes P.
16. P. takes P.	16. Castles
17. P. to K. R. third	17. Kt. to K. R. third
18. P. to K. Kt. fourth	18. B. to Q. Kt. second
19. P. to K. Kt. fifth	19. K. Kt. to K. B. second
20. P. to K. Kt. sixth	20. Kt. takes Kt. (check)
21. R. takes Kt.	21. Kt. to K. fourth
22. P. takes R. P. (check)	22. K. to R. square
23. R. to K. Kt. third	23. P. to Q. B. fifth
24. Kt. to Q. B. second	24. Q. to Q. B. fourth (check)

25. Kt. to Q. fourth	25. P. takes B.
26. K. to R. square	26. Q. to Q. third
27. Q. R. to K. Kt. square	27. R. to K. B. second

And wins.

Game between Messrs. W. T. PIERCE and J. PIERCE.

(*Scotch Gambit.*)

White. (Mr. W. T. PIERCE.)	*Black.* (Mr. J. PIERCE.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. fourth	3. P. takes P.
4. B. to Q. B. fourth	4. B. to K. second
5. Castles	5. P. to Q. third
6. Kt. takes Q. P.	6. Kt. to K. fourth
7. B. to Q. Kt. third	7. P. to Q. B. fourth
8. P. to K. B. fourth	8. B. to K. Kt. fifth
9. Q. to K. square	9. P. takes Kt.
10. P. takes Kt.	10. B. to K. third
11. B. takes B.	11. P. takes B.
12. Q. to K. B. second	12. K. to Q. second
13. Q. takes Q. P.	13. Q. to Q. R. fourth
14. R. to Q. square	14. P. to Q. fourth
15. B. to K. third	15. R. to Q. square
16. P. takes Q. P.	16. P. takes P.
17. Q. to K. Kt. fourth (check)	17. K. to Q. B. third
18. Q. takes K. Kt. P.	18. B. to Q. B. fourth
19. Q. takes R.	19. B. takes B. (check)
20. K. to R. square	20. P. to Q. fifth
21. P. to Q. B. third	21. Q. to Q. Kt. fourth
22. P. to Q. Kt. third	22. Q. to Q. R. fourth
23. P. to K. sixth	23. Q. to K. R. fourth
24. R, to K. square (*a*)	24. B. to K. B. fifth
25. P. to K. R. third	25. P. to Q. sixth
26. P. to K. seventh	26. R. to K. square
27. Q. to Q. fourth	27. R. takes P.
28. R. takes R.	28. Q. to Q. eighth (check)
29. Q. to K. Kt. square	29. Q. takes Q. (check)

30. K. takes Q.	30. Kt. takes R.
31. Kt. to Q. R. third	31. P. to Q. Kt. fourth
32. R. to Q. square	32. P. to Q. seventh
33. Kt. to Q. Kt. square	33. Kt. to Q. fourth (*b*)
34. P. to Q. B. fourth	34. P. takes P.
35. P. takes P.	35. Kt. to K. sixth
36. R. takes P.	36. Kt. takes Q. B. P.
37. R. to Q. B. second	37. K. to Q. fourth
38. Kt. to Q. B. third (check)	38. K. to Q. B. fourth
39. Kt. to K. fourth	39. K. to Q. fifth
40. K. to B. second (*c*)	40. Kt. to K. sixth
41. R. to Q. B. eighth	41. K. takes Kt.
42. R. to K. eighth (check)	42. K. to Q. second
43. K. to B. third	43. B. to K. R. third (*d*)
44. R. to K. sixth	44. Kt. to K. B. fourth
45. K. to Kt. fourth (*e*)	45. Kt. to K. sixth (check)
46. K. to B. third	

And these moves being persisted in the game was declared drawn.

Notes.

(*a*) If 24. "Kt. to Q. R. third," White would have lost his Q.

(*b*) Well played.

(*c*) A blunder.

(*d*) Black might have played for his 43rd move "Kt. to Q. fourth," but with the same result, thus:—

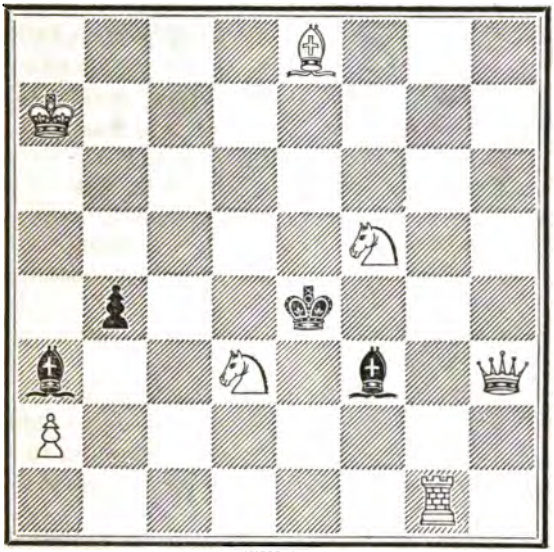
White.	*Black.*
	43. Kt. to Q. fourth
44. R. to K. fourth (check)	44. K. to Q. B. sixth
45. R. takes B.	45. Kt. takes R.
46. K. takes Kt.	46. K. to Kt. seventh
47. K. to Kt. fifth	47. K. takes P.
48. K. to R. sixth	48. K. to Kt. seventh
49. K. takes P.	49. P. goes on to Q.

Kt. P. goes on and queens a move later.

(*e*) If 45. "P. to K. fourth," Black would first have checked at "K. to R. fifth," and then intervened his Kt. at K. Kt. third. As it is he must rest content with a drawn battle.

No. 137. Problem by F. HEALEY, Esq.

BLACK.

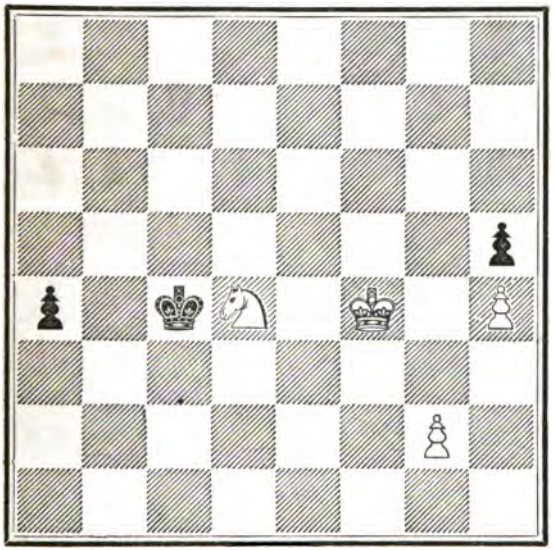


WHITE.

White to move, and mate in three moves.

No. 138. An interesting End Game, between Herr KLING, and GEORGE HEGGIE, Jun. Esq. of Glasgow.

BLACK.

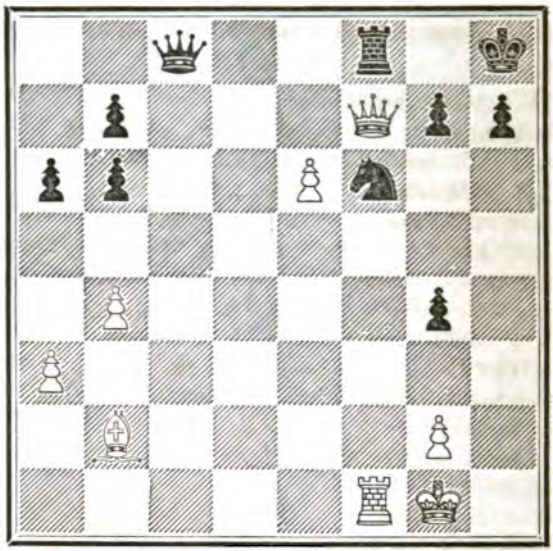


WHITE.

White had to move, and the Game was given up by mutual consent as a drawn game.

No. 139. By Mr. R. CRUIKSHANK, Zingari Chess Club.

BLACK.



WHITE.

White to move, and win.

No. 140. An interesting position which occurred in actual play.

BLACK.

WHITE.

White to move, and mate in four moves.

Games played between Messrs. ZIEPEL and TOMLINSON.

GAME I.

White. (Herr ZIEPEL.)	*Black.* (Mr. TOMLINSON.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. B. to Q. B. fourth	3. Q. checks
4. K. to K. B. square	4. P. to K. Kt. fourth
5. P. to Q. fourth	5. K. B. to K. Kt. second
6. Q. Kt. to Q. B. third	6. P. to Q. third
7. Q. Kt. to Q. fifth	7. K. to Q. square
8. P. to K. fifth	8. P. takes P.
9. P. takes P.	9. Q. B. to Q. second
10. K. Kt. to K. B. third	10. Q. to K. R. fourth
11. K. to K. B. second	11. Q. to K. Kt. third
12. K. R. to K. square	12. K. Kt. to K. second
13. Kt. takes Kt.	13. K. takes Kt.
14. P. to Q. Kt. third	14. P. to K. R. third
15. Q. B. to Q. Kt. second	15. K. R. to Q. square
16. Q. to K. second	16. K. to K. B. square
17. Q. R. to Q. square	17. Q. Kt. to Q. B. third
18. Q. B. to Q. R. third (check)	18. K. to K. Kt. square
19. Q. R. takes Q. B.	19. R. takes R.
20. P. to K. sixth	20. K. R. to Q. square
21. P. takes P. (check)	21. K. to R. square
22. Q. B. to K. seventh	22. Kt. takes B.
23. Q. takes Kt.	23. Q. takes Q. B. P. (check)
24. R. to K. second	24. Q. to K. Kt. third
25. Kt. to K. fifth	25. Q. to Q. Kt. third (check)
26. K. to B. third	26. Q. to Q. third

And wins.

GAME II.

Between the same opponents.

White. (Herr ZIEPEL.)	*Black.* (Mr. TOMLINSON.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. B. to Q. B. fourth	3. Q. checks

4. K. to K. B. square	4. P. to K. Kt. fourth
5. P. to Q. fourth	5. K. B. to K. Kt. second
6. Q. Kt. to Q. B. third	6. P. to Q. third
7. Q. Kt. to Q. fifth	7. K. to Q. square
8. P. to K. fifth	8. P. takes P.
9. P. takes P.	9. Q. B. to Q. second
10. K. Kt. to K. B. third	10. Q. to K. R. fourth
11. K. to K. B. second	11. K. Kt. to K. second
12. K. R. to K. square	12. Q. Kt. to Q. B. third
13. P. to Q. Kt. third	13. P. to K. Kt. fifth
14. Q. Kt. takes Q. B. P.	14. K. takes Kt.
15. Q. to Q. sixth (check)	15. K. to Q. B. square
16. P. to K. sixth	16. P. takes P.
17. Q. B. takes P.	17. Q. to Q. R. fourth
18. Q. R. to Q. square	18. K. R. to Q. square
19. Q. B. takes P.	19. K. B. checks
20. Kt. takes B.	20. B. takes B.
21. Q. takes B. (check)	21. R. in
22. Kt. takes Kt.	22. Q. to Kt. (check)
23. Kt. to Q. fourth	23. Q. takes Q.
24. Kt. takes Q.	

And wins.

Game between Mr. ROBY and Mr. JANSSENS, reeently played at the PHILIDORIAN.

Black. (Mr. JANSSENS.)	*White.* (Mr. ROBY.)
1. K. to P. second	1. K. to P. second
2. K. Kt. to B. third	2. K. Kt. to B. third
3. Kt. takes P.	3. P. to Q. third
4. Kt. to B. third	4. Kt. takes P.
5. P. to Q. fourth	5. P. to Q. fourth
6. B. to Q. third	6. Kt. to B. third
7. Castles	7. B. to K. second
8. P. to K. R. third	8. Castles
9. P. to Q. B. fourth	9. B. to K. third
10. Kt. to K. Kt. fifth	10. P. to K. R. third
11. Kt. takes B.	11. P. takes Kt.

12. Kt. to Q. B. third	12. Kt. to R. square
13. B. to K. third	13. P. to Q. B. fourth
14. P. takes Q. P.	14. P. takes P.
15. R. to Q. B. square	15. Kt. to Q. B. third
16. B. to Q. Kt. square	16. R. to Q. Kt. square
17. P. to Q. R. third	17. P. takes P.
18. B. takes P.	18. Kt. takes B.
19. Q. takes Kt.	19. B. to Q. B. fourth
20. Q. to Q. third	20. Q. to Q. B. second
21. Kt. takes P.	21. P. takes P. (check)
22. K. to R. square (*a*)	22. Q. takes R. (check)
23. R. takes Q.	23. R. takes R. (check)
24. K. to R. second	24. B. to Kt. eighth (check)
25. K. to Kt. third	25. Kt. to R. fourth (check)
26. K. to Kt. fourth	26. P. to K. Kt. third
27. P. to K. Kt. third	27. R. to K. B. fourth
28. Kt. to Q. B. fourth	28. R. to Kt. fourth (check)
29. K. to R. fourth	29. Kt. takes R.

Black draws by perpetual check.

Note.

(*a*) "R. takes B." and wins.

Two games played by Correspondence between the Cardiff Chess Club and the St. James's Club, Bristol.

(*King's Bishop's Gambit.*)

GAME I.

White. (ST. JAMES'S CLUB.)	*Black.* (CARDIFF CLUB.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. B. to Q. B. fourth	3. Q. to K. R. fifth (check)
4. K. to B. square	4. K. Kt. to K. B. third (*a*)
5. K. Kt. to K. B. third	5. Q. to K. R. fourth
6. P. to Q. fourth	6. P. to Q. fourth
7. P. takes Q. P.	7. K. B. to Q. third
8. Q. to K. square (check)	8. K. to Q. square
9. K. Kt. to K. fifth	9. K. R. to K. square
10. K. B. to K. second	10. Q. B. to K. Kt. fifth (*b*)

11. Q. B. takes P. on K. B. fourth	11. Q. Kt. to Q. second
12. K. Kt. takes Q. B.	12. K. Kt. takes K. Kt.
13. Q. B. takes K. B.	13. P. takes Q. B.
14. Q. to Q. R. fifth (check)	14. P. to Q. Kt. third
15. B. takes Kt.	15. Q. takes B.
16. Q. to Q. second	16. R. to K. fifth
17. P. to Q. B. third	17. K. to Q. B. second
18. Q. Kt. to Q. R. third	18. Q. R. to K. square
19. P. to K. R. third	19. Q. to K. B. fourth (check)
20. K. to Kt. square	20. K. R. to K. seventh
21. Q. to Q. B. square (*c*)	21. Q. to K. B. seventh (check)
22. K. to K. R. second	22. Q. takes K. Kt. P.

And mates.

Notes.

(*a*) A good reference in the K. B. gambit.

(*b*) "K. Kt. to Kt. fifth," may be played with safety, followed by "P. to K. B. third."

(*c*) White might have prolonged the game by exchanging the Queen for the Rook.

GAME II.

Between the same Opponents.

(*Evan's Gambit.*)

White. (CARDIFF CLUB.)	*Black.* (ST. JAMES'S CLUB.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to K. B. third	2. Q. Kt. to Q. B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. K. B. takes P.
5. P. to Q. B. third	5. K. B. to Q. B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. K. B. to Q. Kt. third
9. Q. B. to Q. Kt. second	9. K. Kt. to K. B. third
10. Q. Kt. to Q. second	10. Castles
11. P. to K. fifth	11. P. takes P.
12. P. takes P.	12. Kt. to Q. fourth
13. Q. Kt. to K. fourth	13. Q. B. to K. third
14. K. Kt. to K. Kt. fifth	14. P. to K. R. third

15. K. Kt. takes Q. B.	15. P. takes K. Kt.
16. Q. to K. Kt. fourth	16. K. to K. R. square
17. Q. R. to Q. square	17. Q. to K. second
18. B. takes Kt.	18. P. takes B.
19. Q. R. takes P.	19. Q. R. to Q. square
20. Q. to Q. square	20. Q. R. takes Q. R.
21. Q. takes R.	21. Q. to Q. Kt. fifth
22. B. to Q. B. third	22. B. takes K. B. P. (check)
23. K. to R. square	23. Q. to Q. Kt. third
24. P. to K. sixth	24. Q. to Q. R. third
25. Kt. to K. Kt. third	25. Q. to Q. R. sixth
26. Q. to Q. second (*a*)	26. K. to K. R. second
27. P. to K. seventh	27. Q. takes K. P.
28. R. takes B.	28. R. to Q. square
29. Q. to Q. B. second (check)	29. P. to K. Kt. third
30. B. to K. B. sixth	30. Q. to K. eighth (check)
31. R. to K. B. square	31. Q. to Q. seventh
32. Q. to Q. Kt. third	32. R. to Q. second
33. Q. to K. sixth	

And Black resigns. (*b*)

Notes.

(*a*) Threatening to take "K. R. P. check."

(*b*) White must win whatever Black play. If Black play "Q. to Q. third," or Q. fourth, White plays "Q. to K. eighth."

Game between Messrs. BRITTEN and TOMLINSON, the latter givfng the odds of the Pawn and two moves.

(*Remove Black's K. B. P.*)

White. (Mr. BRITTEN.)	*Black.* (Mr. TOMLINSON.)
1. P. to K. fourth	
2. P. to Q. fourth	2. P. to Q. third
3. K. B. to Q. third	3. Q. B. to K. third
4. Kt. to K. B. third	4. B. to K. B. second
5. P. to Q. fifth	5. Q. Kt. to Q. second
6. K. Kt. to Kt. fifth	6. K. Kt. to K. B. third
7. Kt. takes B.	7. K. takes Kt.
8. Q. B. to K. Kt. fifth	8. P. to K. R. third

9. B. takes Kt.	9. Kt. takes B.
10. Q. to K. B. third	10. P. to K. fourth
11. P. takes P. (*en passant*) (ch.)	11. K. takes P.
12. Kt. to Q. B. third	12. P. to Q. B. third
13. Q. R. to Q. square	13. Q. to Q. R. fourth
14. Castles	14. K. to Q. second
15. P. to Q. R. third	15. Q. to K. fourth
16. P. to K. R. third	16. K. to Q. B. second
17. K. R. to K. square	17. P. to K. Kt. fourth
18. Q. to K. B. fifth	18. B. to K. second
19. Q. takes Q.	19. P. takes Q.
20. Kt. to K. second	20. Q. R. to Q. square
21. Kt. to K. Kt. third	21. K. R. to K. square
22. Kt. to K. B. fifth	22. B. to K. B. square
23. P. to Q. Kt. fourth	23. P. to Q. R. third
24. Kt. to K. third	24. Kt. to K. R. fourth
25. B. to K. second	25. Kt. to K. B. fifth
26. R. takes R.	26. R. takes R.
27. P. to K. B. third	27. R. to Q. seventh
28. K. to K. B. square	28. P. to Q. R. fourth
29. P. to Q. B. third	29. P. takes P.
30. Q. B. P. takes P.	30. R. to Q. R. seventh
31. Kt. to Q. B. fourth	31. P. to Q. Kt. fourth
32. Kt. takes K. P.	32. R. takes Q. R. P.
33. R. to Q. B. square	33. B. takes Kt. P.
34. R. takes P. (check)	34. K. to Kt. second
35. B. takes Kt. P.	35. R. to Q. R. eighth (check)
36. K. to Q. B. second	36. B. to K. eighth (check)
37. K. to K. third	37. Kt. takes Kt. P. (check)
38. K. to Q. fourth	38. B. to B. seventh (check)
39. K. to Q. fifth	39. Kt. to B. fifth (check)
40. K. to Q. B. fourth	40. R. to B. eighth (check)
41. K. to Kt. third	41. R. takes R.
42. B. takes R. (check)	42. K. to B. second
43. K. to B. fourth	43. K. to Q. third
44. Kt. to Q. Kt. fourth	44. Kt. takes R. P.
45. B. to K. eighth	45. B. to R. fifth
46. B. to R. fifth	46. K. to K. third

47. Kt. takes R. P.	47. K. to K. fourth
48. Kt. to Kt. fourth (check)	48. K. to B. fifth
49. P. to K. fifth	49. Kt. to Kt. eighth
50. K. to Q. fifth	50. Kt. takes B. P.
51. P. to K. sixth	51. Kt. to K. fourth
52. P. to K. seventh	52. Kt. takes Kt.
53. B. takes Kt.	53. K. takes B.
54. P. queens	

And wins.

Consultation Game played between four Members of the Camden Chess Club.

(*King's Bishop's Gambit.*)

White. (Messrs. W. T. PIERCE and W. T. ELLIOTT.)	*Black.* (Messrs. JACKSON and SHAW.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. B. to Q. B. fourth	3. Q. to R. fifth (check)
4. K. to B. square	4. P. to K. Kt. fourth
5. Kt. to Q. B. third	5. P. to Q. third
6. Kt. to Q. fifth	6. K. to Q. square
7. P. to Q. fourth	7. P. to Q. B. third
8. Kt. to K. B. third	8. B. to K. Kt. fifth
9. Q. to Q. second	9. B. takes K. Kt.
10. Q. to Q. R. fifth (check)	10. P. to Q. Kt. third
11. Kt. takes Q. Kt. P.	11. B. takes K. Kt. P. (check)
12. K. takes B.	12. Q. to Kt. fifth (check)
13. K. to B. second	13. Q. to R. fifth (check)
14. K. to K. second	14. Q. to Kt. fifth (check)
15. K. to Q. second	15. Q. to Kt. seventh (check)
16. K. to Q. B. third	16. Q. to Q. B. sixth (check)
17. B. to Q. third	17. P. takes Kt.
18. Q. takes R.	18. Q. takes R.
19. Q. takes Kt. (check)	19. K. to K. second
20. B. takes K. B. P.	20. Q. takes R.

And White mates in four moves.

Games played between Messrs. W. T. Pierce and J. Pierce, M.A.

Game I.

(Evan's Gambit.)

White. (Mr. W. T. Pierce.)	*Black.* (Mr. J. Pierce.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. K. B. takes P.
5. P. to Q. B. third	5. B. to Q. R. fourth
6. Castles	6. P. to K. R. third (*a*)
7. P. to Q. fourth	7. P. takes P.
8. Q. to Q. Kt. third	8. Q. to K. second
9. B. to Q. R. third	9. P. to Q. third
10. P. to K. fifth	10. Kt. takes P.
11. Kt. takes Kt.	11. Q. takes Kt.
12. B. takes K. B. P. (check)	12. K. to B. square
13. Kt. to Q. second	13. Kt. to K. B. third
14. Kt. to Q. B. fourth	14. Q. to K. second
15. B. to K. Kt. P.	15. B. takes Q. B. P.
16. Kt. takes Q. P. (*b*)	16. B. to K. third (*c*)
17. Q. takes Q. Kt. P.	17. B. to Q. fourth
18. Q. to Q. R. sixth	18. P. to Q. B. fourth (*d*)
19. B. takes P.	19. Kt. to Q. second
20. B. to Q. R. third	

And Black resigns. (*e*)

Notes.

(*a*) In this opening, Black has no time to throw away moves which do not immediately bear on the attack.

(*b*) The *coup juste*.

(*c*) Evidently Black dared not take the Kt. with P.; for if he had, he must either have lost his Q. or been mated.

(*d*) To gain time to bring his Kt. round.

(*e*) The position is rather curious, and will repay examination. It will be seen that, if the K. or Q. moves, he must either lose the Q. or be mated.

If,	20. B. to K. Kt. sq. (the only sq.)
21. Kt. to K. B. fifth	21. Kt. to Q. B. fourth
22. Kt. takes Q.	22. Kt. takes Q.
23. Kt. to Q. fifth (dis. check)	

and winning.

If,	20. Q. R. to Q. Kt. square
21. Kt. to K. B. fifth	21. Kt. to Q. B. fourth

22. Kt. takes Q.	22. Kt. takes Q.
23. Kt. to Q. B. sixth (dis. ch.)	23. K. to Kt. square
24. Kt. takes R.	24. B. takes R.
25. R. takes B.	25. Kt. takes Kt.
26. R. to Q. B. square	25. B. to K. third (best)
27. R. to Q. B. seventh	27. P. to K. R. fourth, or Q. sixth
28. R. to K. seventh	28. B. to Q. second
29. R. to K. B. seventh	29. Any moves.
30. R. mates.	
If,	20. B. takes R.
21. Kt. to Q. Kt. seventh	
winning the Q.	
If,	20. B. to Q. Kt. fifth
21. B. takes B.	21. K. to Kt. square
22. B. to Q. R. third	
and must ultimately win.	

GAME II.

Between the same Opponents.

(*King's Gambit Refused.*)

White. (Mr. W. T. PIERCE.)	*Black.* (Mr. J. PIERCE.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. to Q. fourth
3. P. takes Q. P.	3. P. takes K. B. P.
4. Kt. to K. B. third	4. Kt. to K. B. third
5. B. to Kt. fifth (check)	5. Q. Kt. to Q. second
6. Castles	6. Kt. takes Q. P.
7. P. to Q. fourth	7. B. to K. second
8. P. to Q. B. fourth	8. P. to Q. B. third
9. B. to Q. R. fourth	9. K. Kt. to Q. Kt. third
10. B. to Q. Kt. third	10. Q. to Q. B. second
11. Q. to K. second	11. Kt. to Q. Kt. square
12. R. to K. square	12. B. to K. third
13. P. to Q. fifth	13. P. takes P.
14. P. takes P.	14. Q. to Q. B. fourth (check)
15. K. to R. square	15. Kt. takes Q. P.
16. B. takes Kt.	16. B. takes B.
17. Kt. to Q. fourth	17. Kt. to Q. B. third
18. Kt. takes Kt.	18. B. takes Kt.
19. B. takes P.	19. R. to Q. square
20. Kt. to Q. second	20. R. to Q. second

21. R. to Q. B. square	21. Q. to Q. R. fourth
22. Kt. to Q. B. fourth	22. Q. to Q. square
23. Kt. to K. fifth	23. R. to Q. B. second
24. B. to K. Kt. fifth	24. B. takes B.
25. Kt. takes Q. B. (dis. check)	25. R. covers
26. Kt. takes R.	26. B. takes Kt.
27. R. to Q. B. eighth	

And Black resigns.

GAMES LATELY PLAYED IN VIENNA.

Herr HARRWITZ plays three games at the same time without seeing the boards.

GAME I.

Between Herr HARRWITZ and Herr ROSENZWIRG.

(Irregular Knight's Opening.)

White. (Herr HARRWITZ.)	*Black.* (Herr ROSENZWIRG.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to K. second
4. Castles	4. Kt. to K. B. third
5. P. to Q. fourth	5. P. to Q. third
6. P. to Q. fifth	6. Kt. to Q. R. fourth
7. B. to Q. third	7. P. to Q. Kt. third
8. P. to Q. Kt. fourth	8. Kt. to Q. Kt. second
9. Kt. to Q. R. third	9. Castles
10. Kt. to Q. B. fourth	10. B. to K. Kt. fourth
11. Kt. to K. third	11. B. to K. R. fourth
12. R. to Q. Kt. square	12. P. to Q. R. fourth
13. P. to Q. R. third	13. P. takes P.
14. P. takes P.	14. B. to K. Kt. third
15. Kt. to Q. second	15. Q. to Q. second
16. P. to K. B. fourth	16. P. takes P.
17. R. takes P.	17. P. to Q. B. third
18. Q. to K. second	18. P. takes P.
19. P. takes P.	19. B. takes B.
20. Q. takes B.	20. P. to Q. Kt. fourth
21. Kt. to K. B. fifth	21. B. to Q. square
22. B. to Q. Kt. second	22. B. to Q. Kt. third (check)

23. K. to K. R. square	23. Kt. to K. square
24. R. to K. square	24. P. to K. B. third
25. R. to K. seventh	25. Q. to Q. B. square
26. R. takes K. Kt. P. (check)	26. Kt. takes R.
27. Kt. to K. seventh (check)	

And wins.

GAME II.

Between Herr HARRWITZ and Herr PORGES.

(*King's Gambit.*)

White. (Herr HARRWITZ.)	*Black.* (Herr PORGES.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. Kt. to Q. B. third
4. P. to Q. fourth	4. P. to Q. third
5. B. takes P.	5. P. to Q. R. third
6. B. to Q. third	6. B. to Kt. fifth
7. B. to K. third	7. B. to K. second
8. Castles	8. Q. to Q. second
9. Q. Kt. to Q. second	9. Castles
10. P. to B. third	10. Kt. to B. third
11. P. to Kt. fourth	11. Kt. to R. second
12. P. to Q. R. fourth	12. P. to B. third
13. Q. to Kt. third	13. P. to Q. fourth
14. P. to K. fifth	14. Kt. to K. square
15. P. to R. third	15. B. to K. third
16. P. to B. fourth	16. P. takes B. P.
17. Kt. takes P.	17. K. to Kt. square
18. Q. to B. third	18. B. takes Kt.
19. B. takes B.	19. Kt. to B. second
20. B. takes P.	20. B. takes P.
21. Q. takes B.	21. Q. takes B.
22. Kt. to Kt. fifth	22. Q. to Q. fourth
23. Kt. to B. seventh	23. P. to B. fourth
24. P. takes P.	24. Kt. to B. third
25. Q. to Kt. sixth	25. Kt. to K. third
26. Q. R. to Kt. square	26. R. to Q. second

27. K. takes R.	27. Q. takes K. P.
28. Q. R. to K. square	28. Q. to B. sixth
29. B. to B. fourth (check)	29. Kt. takes B.
30. R. to K. eighth (check)	30. Kt. to Q. square
31. R. takes Kt. (check)	31. R. takes R.
32. Q. takes R. (check)	32. K. to R. second
33. Q. to Kt. sixth (check)	33. K. to Kt. square
34. R. takes Kt.	34. Q. to K. sixth (check)
35. R. to B. second	35. Q. to K. eighth (check)
36. R. to B. square	

And Black resigns.

Game III.

Between Herr Harrwitz and Herr Brodé.

White. (Herr Harrwitz.)	*Black.* (Herr Brodé.)
1 P. to Q. fourth	1. P. to K. third
2. P. to Q. B. fourth	2. P. to Q. fourth
3. Kt. to Q. B. third	3. P. to Q. B. fourth
4. P. to K. third	4. Kt. to Q. B. third
5. Kt. to K. B. third	5. B. to K. second
6. P. takes Q. B. P.	6. Kt. to K. B. third
7. P. takes P.	7. P. takes P.
8. P. to Q. R. third	8. B. takes P.
9. P. to Q. Kt. fourth	9. B. to Q. third
10. B. to Q. third	10. Castles
11. B. to Q. Kt. second	11. R. to K. square
12. Castles	12. P. to Q. R. third
13. P. to K. R. third	13. P. to K. R. third
14. Kt. to K. second	14. B. to K. third
15. K. Kt. to Q. fourth	15. Kt. to K. fifth
16. P. to K. B. third (*a*)	16. Kt. to K. Kt. fourth
17. P. to K. B. fourth	17. B. takes K. R. P.
18. P. takes B.	18. Kt. takes P. (check)
19. K. to K. Kt. second	19. R. takes K. P.
20. Kt. to K. B. fifth	20. Kt. takes K. B. P. (check)
21. Kt. takes Kt.	21. Q. to K. Kt. fourth (check)
22. K. to K. R. square	22. B. takes Kt.

23. R. to K. B. third (*b*)	23. Q. to K. R. fourth (check)
24. K. to K. Kt. second	24. Q. to K. R. seventh (check)
25. K. to K. B. square	25. R. takes R. (check)
26. Q. takes R.	26. Q. takes B.
27. R. to K. square	27. Kt. to K. fourth
28. Q. takes Q. P.	28. Kt. takes B.
29. Q. takes Kt.	29. Q. to K. B. third
30. R. to K. fourth (*c*)	30. R. to Q. square
31. Q. to Q. B. second	31. B. to K. fourth
32. Q. to K. B. second	32. B. to Q. B. sixth
33. Q. to K. B. third	33. R. to Q. eighth (check)
34. K. to K. B. second	34. R. to Q. seventh (check)
35. K. to K. B. square	35. K. to K. R. second
36. Q. to K. B. fourth	36. Q. to K. Kt. third
37. Kt. to K. R. fourth	37. R. to Q. eighth (check)
38. K. to K. second	38. Q. to K. R. fourth (check)
39. Kt. to K. B. third	39. R. to K. eighth (check)
40. K. to K. B. second	40. R. takes R.

At this point, evidently, Black has the advantage, but as now he began to indulge himself in weak moves, the game was finally drawn.

Notes.

(*a*) The advance of this Pawn is premature.

(*b*) If he had taken the Rook with his Knight, he would have been mated in three moves.

(*c*) This is an obvious trap, but as White had no really good move of which he could have availed himself in his present emergency, it is the best resource.

SOLUTIONS TO PROBLEMS.

No. 129. *Page* 47.

White.	*Black.*
1. R. to Q. eighth (check)	1. Q. takes R.
2. B. to Q. R. seventh (check)	2. K. to Q. B. second
3. B. to Q. Kt. sixth (check)	

Winning Queen and game.

No. 130. *Page* 47.

White.	*Black.*
1. P. Knight's	1. K. moves
2. P. Rook's	2. K. moves.
3. R. mates	

No. 131. *Page* 48.

This position requires a White Pawn on K. R. sixth, and a White Rook on Q. B. square. The Diagram forwarded was so indistinct that they escaped observation.

White.	*Black.*
1. Kt. to K. third (dis. check)	1. K. to Kt. square (best)
2. B. to Q. fifth (check)	2. K. to R. second (best)
3. R. to K. B. eighth	3. R. takes Kt. (best)
4. B. to Kt. eighth (check)	4. K. to R. square
5. B. to K. sixth (dis. check)	5. K. to R. second
6. B. mates	

No. 132. *Page* 48.

White.	*Black.*
1. B. to Q. R. second	1. P. to Q. R. fourth
2. K. to B. square	2. P. to Q. R. fifth
3. K. to Kt. second	3. P. to Q. R. sixth (check)
4. K. to Kt. third	4. K. to Kt. square
5. K. to Kt. fourth (check)	5. K. to Kt. second
6. K. to B. fourth	6. K to Kt. square
7. K. takes P. (check)	7. K. to Kt. second
8. K. to B. fourth (check)	8. K. to Kt. square
9. K. to B. fifth (check)	9. K. to Kt. second
10. P. to Q. fourth	10. P. takes P.
11. K. to Q. fifth	11. P. to Q. sixth
12. K. to K. seventh	12. P. to Q. seventh
13. Kt. to K. B. sixth	13. P. queens
14. Kt. mates	

No. 133. *Page* 63.

White.	*Black.*
1. Q. to Q. R. square	1. Kt. moves
2. Q. to K. R. square, and mates	

No. 134. *Page* 63.

White.	*Black.*
1. Kt. to K. B. fifth (dis. check)	1. Q. takes B.
2. Q. to Q. B. seventh (check)	2. Q. takes Q.
3. P. to Q. fourth, and mates	

No. 135. *Page* 64.

White.	*Black.*
1. Q. takes P.	1. B. to Q. square
2. K. takes B.	2. K. to Kt. second

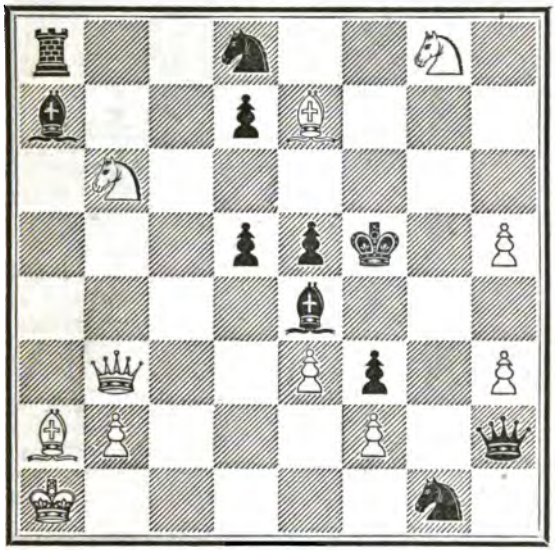
And the game was given up as drawn.

No. 136. *Page* 64.

White.	*White.*
1. Kt. to K. fourth (check)	1. K. to Q. fourth
2. B. to Q. Kt. fifth	2. Q. takes Kt., or B. P., &c.
3. (*a*) R. mates	(*a*) Q. takes Q., or along the rank.
(*b*) Kt. takes P.	(*b*) P. to Q. B. third
(*c*) B. to Q. B. fourth	(*c*) P. to Q. B. fourth (or *b*.)
(*d*) Kt. to K. B. sixth	(*d*) B. takes P.
(*e*) Q. takes B.	(*e*) Q. to her square
(*f*) Q. takes Q.	

No. 141. Problem by P. T. D., Newcastle-on-Tyne.

BLACK.



WHITE.

White to move, and mate in three moves.

No. 142. Problem by T. HAZEON, Esq.

BLACK.

WHITE.

White to move, and mate in four moves.

No. 143. Problem by P. T. D., Newcastle-on-Tyne.

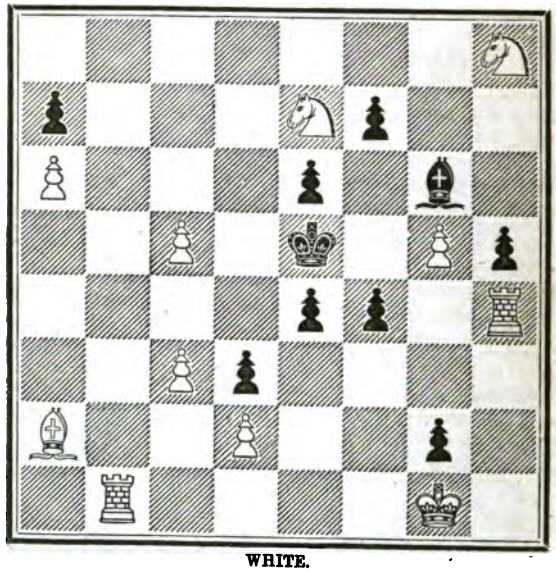
BLACK.

WHITE.

White to move, and mate in four moves.

No. 130. Problem by Mr. W. T. PIERCE.

BLACK.



WHITE.

White to move, and mate in four moves.

HORÆ MATUTINÆ.

Scene—RIES'S GRAND CIGAR DIVAN.
(Time, half-past 6 o'clock P.M.)

THE DOCTOR *and* PROFESSOR LONG *are sitting upon a couch near the upper fire-place, the first holding an evening paper, the other a cup of coffee in his hand.*

THE PROFESSOR. It really was an unexpected pleasure to meet you here, how did it happen that you deserted the PHILIDORIAN this evening? for, as to myself, I had an appointment here with a friend at half-past five, and once being here I determined to stop during the evening, though my friend is gone.

THE DOCTOR. My dear Mr. LONG, the pleasure is as unexpected on my side, though my case is somewhat similar to yours; I also made an appointment here with a friend from the country, only he has not come yet, as the appointed hour was seven o'clock. He is a chess-player and President of some small country club, and not having been at the Divan before he asked me to meet him here and point out to him some of the Chess celebrities.

THE PROFESSOR. Your country friend was lucky in the choice of his day, for the room is seldom so full, and there are fifteen or sixteen chess-boards engaged. But look here DOCTOR, have you seen the announcement of the tournament and meeting of the British Chess Association in Bristol? (The PROFESSOR *points to a passage in the "Era" newspaper.*)

THE DOCTOR. No, never heard of it.

THE PROFESSOR. Then I will read it to you. (*Reads as follows:*—)

"CHESS ASSOCIATION.—At a special general meeting of the members of the Bristol Athenæum Chess Club, held on the 14th of March, 1861, CAPTAIN KENNEDY in the chair, the following resolutions were carried unanimously:—

"1st. That under the sanction of LORD LYTTLETON, president of the Chess Association, the next meeting of that society be held in Bristol, in the second week of September, 1861.

"2nd. That the Bristol Chess Club undertakes, at its own expense, to provide accommodation for the proceedings of the meeting in the Bristol Athenæum.

"3rd. That HERR LÖWENTHALL be appointed Managing Director, with power to arrange the programme and general business of the meeting, and that he be assisted by a committee, consisting of the following gentlemen, with power to add to their number:—Chairman, CAPTAIN KENNEDY; the Most Rev. Dr. English, the Rev. H. C. Brice and A. C. Rowley (if they consent), Colonel W. Ledlie, Captain Butler, Messrs. Kipping, Sparke, Mongredien, G. Walker, S. Boden, Withers,

Thompson, G. Phillips, Berry, H. Vines, and D. Vines; Messrs. Langley and Fedden, of Cardiff, and Mr. Pigott.

"4th. That A. HOLLOWAY, Esq., of the Bristol Chess Club, be elected Hon. Sec. to the Managing Committee.

"5th. That T. J. HAMPTON, Esq., Hon. Sec. of the St. George's Chess Club be elected Treasurer of the Association.

"6th. That the Managing Director be authorised to apply to the late local secretaries of the Association for all the documents, accounts, newspapers, &c., which have reference to the late meetings of the Association at Birmingham and Cambridge.

"7th. That in consideration of the benefit that would be derived from the publication of the games played at the Birmingham meeting of the Association, which have not yet appeared in print, the Managing Director be requested to apply to Birmingham for the same, in order that the said games may be published in the Book of the Bristol Chess Congress.

"8th. That HERR LÖWENTHALL be appointed to prepare and superintend the publication of the Book of the Bristol Chess Congress.

"A. HOLLOWAY, Hon. Sec.

"*pro* CAPTAIN KENNEDY, Chairman."

THE DOCTOR. I hope it will not be a failure like the last Cambridge meeting, which was a miserable performance.

THE PROFESSOR. The Bristol Club has some spirited members and great lovers of the game, and I have reason to believe that it will be one of the best meetings the Association ever had. All depends upon the manner in which it will be brought about; if it is again made a party affair, then it will not succeed.

THE DOCTOR. It has at any rate my best wishes. But here comes my country friend, allow me to introduce him to you. (Mr. JOHN JAMES BROWN, *of Brown Hall, has in the mean time advanced towards the* DOCTOR *and shaken hands with him*).

THE PROFESSOR (*rising*). I am afraid I shall disturb your conversation.

THE DOCTOR. Not at all; Mr. BROWN allow me to introduce you to my friend, PROFESSOR LONG, of Queen's College—Mr. BROWN, of Brown Hall, Chesham, which town, as every one acquainted with ancient geography knows, was formerly called Chess hamlet, and has since been abbreviated into Chesham, just as Brightelmstone into Brighton. (The PROFESSOR *and* Mr. BROWN, *of Brown Hall, shake hands*).

THE PROFESSOR (*speaking to* Mr. BROWN). DOCTOR M'IVOR has told me that you have never been in the Divan before. How do you like the room?

MR. BROWN. A splendid place, and very well frequented it seems.

Plenty of Chess going on I can see. Are you a Chess player Mr. LONG?

THE PROFESSOR. I scarcely merit the name of one, but I sometimes indulge in a game or two.

THE DOCTOR. All modesty, all modesty. I assure you Mr. BROWN, PROFESSOR LONG is a very decent player, as you will find out soon enough, if you were to play with him, which I hope you will do, if you remain a few days in town.

MR. BROWN. I intend to stop in town during the week, and shall be most happy to meet Mr. LONG on the chequered field, if he will favour me with an encounter. Only I should like to play a game in a more sequestered spot than this, I could not feel comfortable among so many people.

PROFESSOR LONG. Let us meet at the PHILIDORIAN, here is the address of the rooms; there we shall find a snug little corner to fight our battles in.

MR. BROWN. Agreed. Now DOCTOR, can you point out to me any of the Chess celebrities in the room.

THE DOCTOR. You came on a lucky day; there are more good players in the room at present than any time these last five years. Observe this gentleman with mustachios playing with that other gentleman also with mustachios, in the dress of the rifle volunteers, this is Mr. BODEN, one of our best English players, he gives his rifled antagonist a Knight, and generally manages to win, he plays here almost every day, except Sundays. At the table next to him you see two persons playing, the one with a severe and serious countenance, the other with a mild and smiling one; the serious one belongs to Herr FALKBEER, the celebrated Vienna player, formerly editor of the *Weiner Schachzeitung*, and afterwards of the Chess columns in the *London Sunday Times*, which, however, has lately ceased to publish Chess articles. The other gentleman's name I do not know, he is only a Rook player; they play usually five times in the week together, but I never saw the German player lose his game, nor his opponent his temper, which speaks well for both, only in different ways.

THE PROFESSOR. You may also remark that Herr FALKBEER won the second prize in the Birmingham tournament in 1859.

THE DOCTOR. Very true, I forgot to mention it. You see the two gentlemen opposite, who speak as loud as if they were quarrelling, and gesticulate as if they intended to fight, they are both distinguished members of the Chess circle. He with the white head and beard, is one of the most ancient props of Divan-play, and an old and well-known member of the Chess world, in fact it is Herr LÖWE, who, during the last thirty years has been a constant visitor of the house. His opponent with his quick, active, and loud voice is the Hungarian Colonel, SZABO, he would make a very fine player if he had a little more

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patience and coolness. At the table next to them you see two younger members of the Metropolitan Chess circles, but both players of great promise, the taller of the two is Mr. WORMALD, not only a good player, but also a distinguished problem maker; the other is the Rev. Mr. M'DONNELL, of about the same strength as his opponent.

THE PROFESSOR. Who is the gentleman who has replaced Mr. BODEN at that table?

THE DOCTOR. Do you not know him? That is Mr. BURDEN, he is likely to become one of the leading players in England. The two persons talking near the door are both players, well known in the Chess world; the taller and stouter of the two is Mr. BARNES, of whom you have no doubt heard, and whose games with MORPHY you have seen in all the Chess publications. The other, though not so good a player, is nevertheless yet still better known in the Chess world, in short it is Mr. RIES, the proprietor of the Grand Cigar Divan. But here enter three more Chess players, they have been dining below I suppose, for they left the room when I entered. The young man with mustachios, short-sighted eyes, and somewhat swaggering mien, is Herr KOLISCH, the new star in the Chess horizon; it would be useless to sound his praises as a Chess-player, for in that respect the *Era* and the *Illustrated London News* have done more than your humble servant could do. It is, however said, that he will propose a match for £500. to MORPHY. The other young man is Mr. MAYALL, one of whom English Chess-players will one day be proud, only in his twentieth year, none of our best players can give him any odds, though but a year ago our first-rate players gave him successfully a Knight. The third with the glass in his eye, who is scanning the company round and looks as if he knew everyone, is Mr. ZYTOGORSKI; some twenty years ago he used to play even with POPERT and BUCKLE, what his strength now is, one could scarcely say, as he plays very little, and like BUCKLE, mostly only with inferior players. Last, not least, in yonder corner with his back towards us, sits Mr. BIRD, a first-rate fine dashing player, he was however, rather unlucky in his games with MORPHY, a goodly number of which he ought not to have lost.

THE PROFESSOR. What do you mean by "ought not to have lost?"

THE DOCTOR. I mean that he contrived in many games to obtain so good a position, that a player of his strength ought to have won them, whilst he, by some unfortunate oversight, lost them. The young barrister who plays with him is a Chess-player of decent strength, but most sarcastic and witty in his remarks and repartees. The following is told of him:—Several persons were talking about the late Mr. FINCH, and telling some anecdotes not at all tending to enhance his fair, though posthumous fame, when one of the bye-standers remarked, "*de mortius nil nisi bonum;*" a celebrated Chess-player better known

for his Chess lore than for his book lore, asked, what does that mean, well replied Mr. L——, don't you know? It means, "of the dead remains nought but the bones."

[*At that moment* HERR KOLISCH *approached the* DOCTOR, *who knew him and introduced him to* MR. JOHN JAMES BROWN, *of Brown Hall, who, like most country players, still labouring under the Stauntonmania, coolly asked him what odds* MR. STAUNTON *in his best days could have given him*].

(*To be continued.*)

HERR KLING'S LECTURES UPON CHESS.

BY special invitation, Herr KLING paid a visit to the Reading Chess Club, on the occasion of their annual meeting, where, during three days, he was most pleasantly entertained. According to the accounts we have received on all sides, the arrangement at that meeting was excellent, owing to the exertions of the President, Mr. Hodges, and the Secretary, Mr. Little. For further particulars of the meeting we refer our readers below. Herr KLING also gave lectures at the three Chess Clubs of Southampton—the Association Club, the Central Club, and the Polytechnic, where he was most kindly received by Messrs. Duncan, Sharland, and Milsom.

At Brighton, Herr KLING gave also, lately, lectures at the two clubs; the Pier Esplanade Club, where his interesting lectures were received with great favour; and the Athenæum Club, where Herr KLING was received by the able and zealous Secretary, Mr. Styles.

READING AND BERKSHIRE CHESS CLUB.—The thirteenth annual *soirée* of this society was held on Wednesday last at the Athenæum, Friar-street; and judging from the numerous attendance, Chess has no small number of admirers in this town and neighbourhood. We believe the Reading and Berkshire is one of the oldest provincial clubs; and, from the support it has invariably received, especially at meetings of the above character, we should say one of the most popular also. We noticed in the room among the visitors, Herr Kling, — Sedgefield, Esq., Abingdon; G. W. White, Esq., Newbury; Mr. Heron, Uxbridge; Messrs. Gotelee and Spencer, Wokingham; — Mill, Esq., London, &c. Many excellent games were played, and Herr KLING contributed greatly to the entertainment by some very clever problems and strategies. The meeting, which was very successful, was prolonged until a late hour; and during the evening we observed present—Rev. F. C. Blackstone, Rev. H. Phelps, Dr. Wells, A. Thwaites, W. R. Bartlett, W. Brown, and T. S. Little, Esqrs.; Messrs. Knighton, Lediard, Morris, Blackwell, Travis, Marsack, W. Hodges, jun., &c.—*Reading Newspaper.*

Game played at the PHILIDORIAN CHESS ROOMS, March 24th, 1861, between Messrs. ZYTOGORSKI and MAYALL.

(*Petroff's Defence.*)

White. (Mr. ZYTOGORSKI.)	*Black.* (Mr. MAYALL.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to K. B. third
3. Kt. takes P.	3. P. to Q. third
4. Kt. to K. B. third	4. Kt. takes P.
5. P. to Q. third	5. Kt. to K. B. third
6. P. to Q. fourth	6. P. to Q. fourth
7. B. to Q. third	7. B. to K. second
8. Castles	8. Kt. to B. third
9. P. to B. third	9. Castles
10. B. to K. B. fourth	10. B. to Q. third
11. B. to K. Kt. fifth	11. B. to K. Kt. fifth
12. Q. Kt. to Q. second	12. P. to K. R. third
13. B. to R. fourth	13. P. to K. Kt. fourth
14. B. to Kt. third	14. R. to K. square
15. Q. to B. second	15. B. takes Kt.
16. Kt. takes B.	16. Kt. to K. fifth
17. B. takes B.	17. Q. takes B.
18. Q. R. to K. square	18. Kt. to B. third
19. Q. to Q. second	19. Kt. to K. fifth
20. Q. to B. square	20. R. to K. second
21. R. to K. third	21. Q. R. to K. square
22. K. R. to K. square	22. Kt. to Kt. square
23. Kt. to K. fifth	23. Kt. to Q. second
24. Kt. takes Kt.	24. Q. takes Kt.
25. B. takes Kt.	25. R. takes B.
26. R. takes R.	26. R. takes R.
27. P. to B. third	27. R. takes R. (check)
28. Q. takes R.	28. Q. to B. fourth
29. Q. to K. eighth (check)	29. K. to Kt. second
30. K. to B. second	30. P. to Q. B. third
31. P. to K. Kt. third	31. Q. to B. seventh (check)
32. Q. to K. second	32. Q. takes Q. (check)
33. K. takes Q.	33. K. to B. third
34. P. to Q. R. fourth	34. K. to B. fourth

35. K. to K. third	35. P. to K. R. fourth
36. P. to K. R. third	36. P. to R. fifth
37. P. takes P.	37. P. takes P.
38. P. to K. B. fourth	38. K. to K. third
39. K. to B. third	39. P. to K. B. fourth
40. K. to K. third	40. P. to Kt. fourth
41. P. takes P.	41. P. takes P.
42. P. to Kt. fourth	42. K. to Q. third
43. K. to Q. third	43. K. to B. third
44. K. to B. second	44. K. to Kt. third
45. K. to Kt. third	

And the game was given up as drawn.

Game played at the PHILIDORIAN CHESS ROOMS, March 22, 1861, between Messrs. CAMPBELL and MAYALL.

(*Petroff's Defence.*)

White. (Mr. CAMPBELL.)	*Black.* (Mr. MAYALL.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to K. B. third
3. Kt. takes P.	3. P. to Q. third
4. Kt. to K. B. third	4. Kt. takes P.
5. P. to Q. fourth	5. P. to Q. fourth
6. B. to Q. third	6. B. to K. second
7. Castles	7. Castles
8. P. to B. fourth	8. B. to K. third
9. R. to K. square	9. Kt. to K. B. third
10. P. to B. fifth	10. Kt. to B. third
11. Kt. to B. third	11. P. to K. R. third (*a*)
12. B. to K. B. fourth	12. P. to R. third (*b*)
13. Q. to Q. second	13. Q. to Q. second
14. Q. B. takes P.	14. P. takes B.
15. Q. takes P.	15. B. to K. B. fourth
16. R. takes B.	16. Kt. takes R.
17. Q. takes Kt.	17. B. takes B.
18. Kt. to K. fifth	18. Q. to B. fourth
19. Q. takes Kt.	19. K. R. to K. square
20. Kt. takes Q. P.	20. R. takes Q.

21. Kt. takes R. (check)	21. K. to Kt. second
22. Kt. takes Q.	

And Black resigned.

Notes.

(*a*) Lost time; "B. to K. Kt. fifth" would have been better.
(*b*) Again a lost move; "B. to K. Kt. fifth" might still have been played.

Game played, March 24, 1861, between Messrs. CAMPBELL and MAYALL.

(*Petroff's Defence.*)

White. (Mr. CAMPBELL.)	*Black.* (Mr. MAYALL.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to K. B. third
3. Kt. to B. third	3. B. to Kt. fifth
4. B. to B. fourth	4. P. to Q. third
5. Castles	5. B. to K. Kt. fifth
6. P. to K. R. third	6. B. to K. R. fourth
7. P. to Q. R. third	7. B. takes Q. Kt.
8. Q. P. takes B.	8. Q. Kt. to Q. second
9. P. to Q. Kt. fourth	9. K. Kt. takes K. P.
10. Q. to Q. fifth	10. K. Kt. takes Q. B. P.
11. Q. takes Kt. P.	11. K. Kt. to R. fourth
12. B. to K. Kt. fifth	12. Q. to B. square
13. B. to Q. R. sixth	13. Q. takes Q.
14. B. takes Q.	14. R. to Q. Kt. square
15. B. to Q. B. sixth	15. B. takes Kt.
16. P. takes B.	16. K. Kt. to Kt. third
17. P. to Q. R. fourth (*a*)	17. P. to B. fourth
18. K. R. to K. square	18. P. to K. R. third
19. B. to K. third	19. K. to Q. square
20. P. to Kt. fifth	20. P. to B. fifth
21. B. to Q. second	21. K. Kt. to B. fifth
22. B. to B. third (*b*)	22. Q. Kt. to K. B. third
23. Q. R. to Q. square	23. K. to K. second
24. R. to Q. fourth	24. K. Kt. to Kt. third
25. R. takes B. P.	25. P. to K. Kt. fourth
26. R. to Q. Kt. fourth	26. Q. Kt. to Q. fourth

27. R. to Kt. third	27. K. to K. third (*c*)
28. R. to Q. square	28. Q. Kt. to K. B. fifth
29. P. to Q. R. fifth	29. K. Kt. to Q. fourth
30. K. to R. second	30. Kt. takes B.
31. R. takes Kt.	31. R. to R. second
32. R. to K. third	32. R. to K. Kt. second
33. P. to Q. B. fourth	33. P. to K. R. fourth
34. P. to R. sixth	34. P. to Kt. fifth
35. B. P. takes P.	35. P. takes P.
36. R. to K. Kt. square	36. R. to K. R. square
37. B. to K. Kt. second	37. P. takes P.
38. B. to Q. fifth (check)	38. K. to B. third (*d*)
39. R. takes R.	39. K. takes R.
40. B. to Kt. seventh	40. K. to B. third
41. R. to Q. B. third	41. Kt. to K. third
42. B. to Q. fifth	42. Kt. to B. fifth
43. B. to Kt. seventh	43. Kt. to K. third
44. R. takes P.	44. R. takes R.
45. K. takes R.	45. K. to Kt. fourth
46. K. to Kt. third	46. Kt. to Q. fifth
47. B. to Q. fifth	47. K. to B. fourth
48. B. to Kt. seventh	48. Kt. to K. third
49. K. to B. third	49. Kt. to B. fourth
50. K. to K. third	50. K. to Kt. fifth
51. B. to B. eighth (check)	51. K. to Kt. fourth
52. B. to R. third	52. K. to B. third
53. B. to B. eighth	53. K. to Kt. fourth
54. B. to Kt. seventh	54. K. to B. third
55. B. to K. fourth	55. K. to Kt. fourth (*e*)
56. B. to Kt. seventh	56. K. to B. third
57. P. to B. fourth	57. K. to B. fourth
58. B. to B. eighth (check)	58. K. to Kt. third
59. K. to B. third	59. K. to B. third
60. K. to K. third	

And the game was given up as drawn.

Notes.

(*a*) Threatening to win a piece if Black Castles.
(*b*) Attacking the K. P. by bringing Q. R. to Q. square

(*c*) It would not have been good play to take off the B. and then the R. P., as White would have regained the P. by "R. to R. third," with a very fine position.

(*d*) Black dare not take off the Kt., as his adversary would presently push the Q. B. P., and win by force.

(*e*) If "Kt. takes B." White would win.

Game played, March 24, 1861, between Messrs. CAMPBELL and MAYALL.

(*Ruy Lopez Knight's Game.*)

Black. (Mr. MAYALL.)	*White.* (Mr. CAMPBELL.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Kt. fifth	3. Kt. to B. third
4. Castles	4. P. to Q. third
5. P. to Q. fourth	5. P. takes P.
6. Kt. takes P.	6. B. to Q. second
7. B. takes Kt.	7. P. takes B.
8. Kt. to Q. B. third	8. B. to K. second
9. P. to K. B. fourth	9. Castles
10. P. to K. fifth	10. P. takes P.
11. P. takes P.	11. B. to K. Kt. fifth
12. Q. to Q. third	12. B. to Q. B. fourth
13. R. to B. fourth	13. B. to K. B. fourth
14. Q. to B. fourth	14. B. takes Kt. (check)
15. R. takes B.	15. Kt. to Q. fourth
16. Q. takes B. P.	16. Kt. to K. second
17. Q. to B. fifth	17. Q. to K. square
18. B. to Kt. fifth	18. Kt. to Kt. third
19. Kt. to Q. fifth	19. P. to K. R. third
20. B. to K. seventh	20. P. to Q. B. third
21. B. takes R.	21. P. takes Kt.
22. B. to Q. sixth	22. B. to K. fifth
23. P. to B. fourth	23. Kt. to B. fifth
24. P. takes P.	24. R. to B. square
25. Q. to Kt. fourth	25. P. to B. fourth
26. R. takes B.	26. P. takes R.
27. Q. takes P.	27. Q. to B. second (*a*)
28. P. to K. sixth	

And White resigned.

(*a*) This was a great mistake, but the game was not to be saved.

Game between Mr. PAUL MORPHY and Mr. CHARLES A. MAURIAN of New Orleans.

(*Muzio Gambit.*)

(*Remove White's Queen's Knight.*)

White. (Mr. MORPHY.)	*Black.* (Mr. MAURIAN.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. Kt. fourth
4. K. B. to Q. B. fourth	4. P. to K. Kt. fifth
5. P. to Q. fourth	5. P. takes Kt.
6. Q. takes P.	6. P. to Q. fourth
7. B. takes P.	7. P. to Q. B. third
8. B. takes K. B. P. (check)	8. K. takes B.
9. Q. to K. R. fifth (check)	9. K. to Kt. second
10. B. takes K. B. P.	10. K. B. to K. second
11. Castles (K. R.)	11. Q. takes Q. P. (check) (*a*)
12. K. to R. square	12. Q. takes K. P.
13. Q. R. to K. square	13. Q. to K. Kt. third
14. Q. R. takes B. (check) (*b*)	14. K. to B. square (*c*)
15. Q. B. to Q. sixth (dis. ch.)	

And Black resigned.

Notes.

(*a*) This and Black's two next moves apparently secure a safe defensive position. It will be seen, however, that White had in reserve an unlooked-for line of attack, which wins the game by force.

(*b*) The position is peculiar; White, who has already given up two pieces, besides that yielded in odds, forces the game by additional sacrifice.

(*c*) If "Kt. takes R.," White mates in two moves, commencing with "B. to R. sixth (check)."

Game between Mr. PAUL MORPHY and Mr. JAMES THOMPSON.

(*Evans' Gambit Declined.*)

(*Remove White's Queen's Knight.*)

White. (Mr. MORPHY.)	*Black.* (Mr. THOMPSON.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Kt. to Q. B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. to Q. Kt. third

6. P. to Q. fourth (*a*)	6. P. takes P.
7. P. to Q. B. third	7. P. to Q. third
8. Q. to Q. Kt. third	8. Q. to K. second
9. Castles	9. Q. B. to K. third
10. P. to Q. R. fifth	10. B. to Q. R. second
11. P. to Q. Kt. fifth	11. B. takes B.
12. Q. takes B.	12. Q. Kt. to K. fourth (*b*)
13. Kt. takes Kt.	13. P. takes Kt.
14. Kt. P. takes R. P.	14. P. to Q. B. third
15. R. to Q. Kt. square	15. R. to Q. Kt. square
16. P. takes Kt. P.	16. R. takes P.
17. Q. takes Q. B. P. (check)	17. R. to Q. second
18. R. to Q. Kt. seventh	18. K. to Q. square (*c*)
19. B. to Q. R. third	19. Q. to K. third
20. R. takes R. (check)	20. Q. takes R.
21. Q. to R. eighth (check)	21. Q. to Q. B. square
22. Q. takes B.	22. Q. takes B. P.
23. R. to Q. Kt. square	

And Black resigned.

Notes.

(*a*) Black having evaded the proffered assault, White determines to force an attack at any cost.

(*b*) Black had to submit to some loss; but he would have played more prudently in now capturing his adversary's Kt. P. with P., and, on White retaking with Q., playing "Q. to Q. second." His eagerness to avail himself of the opportunity of exchanging another piece, purposely presented by his antagonist, involves him in serious trouble.

(*c*) The only move to prevent the immediate loss of his Bishop. Black's game is, however, past redemption.

Game between Mr. PAUL MORPHY and Mr. BRYAN of New York.

(*Evans' Gambit.*)

(*Remove White's Queen's Knight.*)

White. (Mr. MORPHY.)	*Black.* (Mr. BRYAN.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.

5. P. to Q. R. third	5. P. to Q. R. fourth
5. P. to Q. B. third	5. B. to B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. B. to Q. Kt. third
8. P. takes P.	8. P. takes P.
9. Q. to Q. Kt. third	9. Q. to K. B. third
10. B. to Q. Kt. fifth	10. B. to K. third
11. Q. to Q. R. fourth	11. K. Kt. to K. second
12. Q. B. to Kt. fifth	12. Q. to K. Kt. third
13. Q. B. takes Kt.	13. K. takes B.
14. K. B. takes Kt.	14. P. takes B.
15. Kt. takes P.	15. Q. to K. B. third
16. Kt. takes Q. B. P. (check)	16. K. to B. square
17. P. to K. fifth	17. Q. to Kt. fourth
18. P. to R. fourth	18. Q. to K. Kt. fifth
19. Q. to R. third (check)	19. K. to K. Kt. square
20. Kt. to K. seventh (check)	20. K. to B. square
21. Kt. to K. Kt. sixth (dble. ch.)	21. K. to Kt. square
22. Q. to K. B. eighth (check)	22. R. takes Q.
23. Kt. to K. seventh	

And mates.

* The three preceding games are from *The American Chess Monthly.*

Game played between Herren LANGE and MAYET, in Berlin.

White. (Herr MAX LANGE.)	*Black.* (Herr MAYET.)
1. K. to P. second	1. K. to P. second
2. K. Kt. to B. third	2. K. to P. second
3. Kt. takes P.	3. Q. to K. second
4. Q. to P. second	4. Q. to P. first
5. Kt. to K. B. third	5. Kt. takes P.
6. Q. B. to K. third (*a*)	6. K. B. to P. second
7. K. B. to Q. third	7. K. B. to P. first
8. Castles	8. P. takes B.
9. B. takes Kt.	9. Q. takes B.
10. K. R. to K. square	10. K. B. to K. second
11. Q. Kt. to B. third	11. P. takes P. (check)
12. K. takes P.	12. Q. to Q. B. third

13. Q. to Q. second	13. K. R. to B. square
14. Q. to K. Kt. fifth	14. K. R. to B. second
15. Kt. to Q. fifth	15. Q. takes P. (check)
16. K. to Kt. square	16. Q. Kt. to B. third
17. Q. R. to Q. B. square	17. Q. to K. B. fourth
18. R. takes Kt.	18. Q. takes Q.
19. Kt. takes Q.	19. P. takes R.
20. Kt. takes P. (check)	20. K. to K. B. square
21. Kt. takes K. R.	21. K. takes Kt.
22. Kt. takes R.	22. K. B. to Q. square
23. R. to Q. B. square	23. B. to Q. Kt. second
24. Q. to P. first	24. Q. B. to P. first
25. Q. Kt. to P. second	25. B. takes Kt.
26. P. takes P.	26. P. takes P.
27. R. to K. B. (check) (*b*)	27. K. to K. second
28. R. to K. (check)	28. K. to Q. second
29. Q. to P. first	29. K. takes P.
30. R. to K. eighth	30. K. to Q. second
31. R. to Kt. eighth	31. K. Kt. to P. first
32. R. to Kt. seventh (check)	32. B. in
33. R. takes P.	33. P. to Q. B. fifth

And White resigns.

Notes.

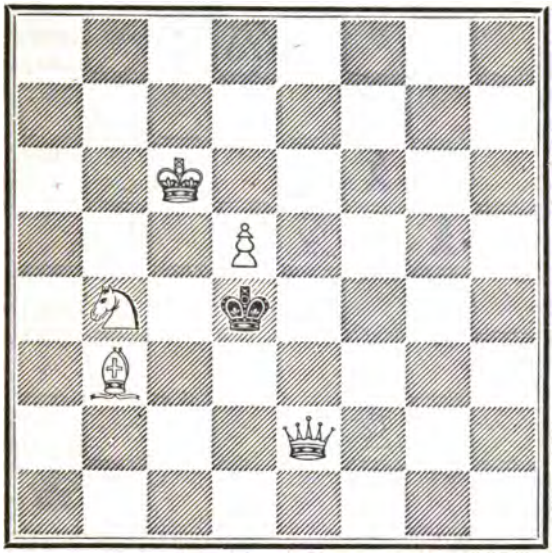
(*a*) Rather "K. B. to K. second."

(*b*) Lange has overdone his attack, for once.

LUMLEY, THE BLIND CHESS PLAYER.—The Chess world of our town—and we are happy to know that few places of similar size stands superior in devotion to this game of games—has been quite in a pleasing state of excitement, in consequence of a visit from the above extraordinary player, who had announced his intention of competing against six of the most experienced votaries of the noble game. The tourney took place on Monday and Tuesday evenings. The following entered the lists against Mr. Lumley the first evening:—Messrs. Tapper, jun., Whittaker, Cheetham, and E. Sharman; and on the second, Messrs. Harris, W. Dulley, W. Woolston, Tapper, jun., Cheetham, and E. Sharman. The extraordinary play of Mr. Lumley elicited the highest admiration, whilst his unassuming manners and his heavy affliction caused the utmost sympathy to be felt for him.—*Wellingboro' News.*

No. 145. Problem by S. A. HARRISON, Esq.

BLACK.

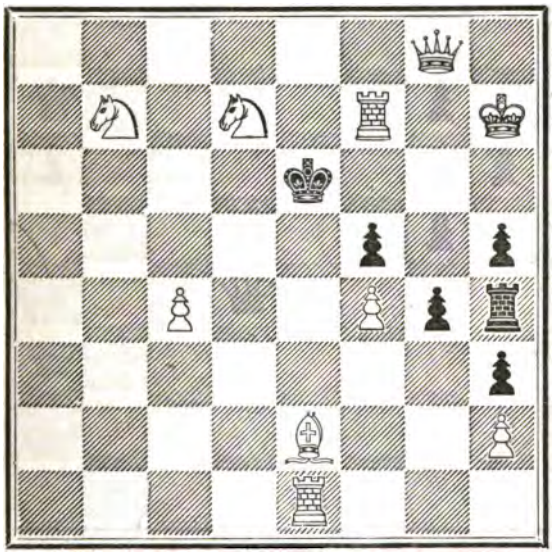


WHITE.

White to move, and mate in three moves.

No. 146. Problem by JOHN BARR, Esq.

BLACK.

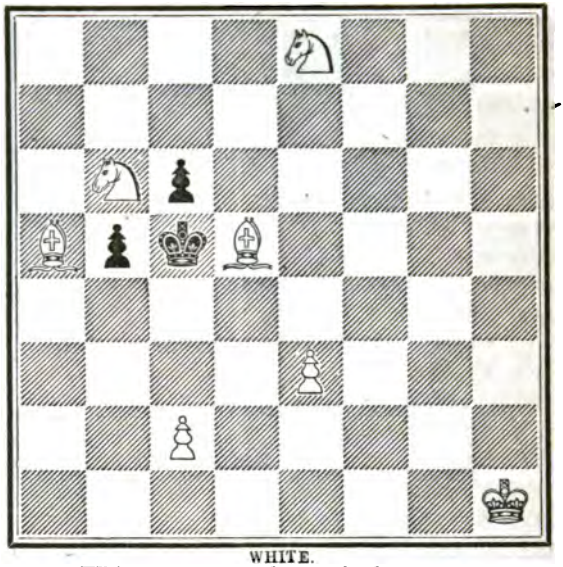


WHITE.

White compels Black to mate him in four moves.

No. 147. Problem by Professor KLING.

BLACK.

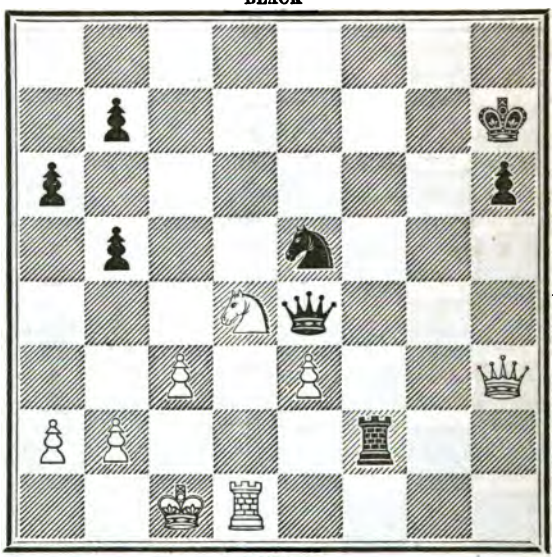


WHITE.

White to move, and mate in five moves.

No. 148. This position occurred between MORETON FREWEN, Esq., President of the Brighton Chess Club, and Herr KLING.

BLACK



WHITE.

By removing the Kt. at Q. fourth from the Board, and placing a B. on Q. second instead, Black having the move, can effect an interesting known mate in six moves.

Games in the Match between Messrs. THOROLD and WATKINSON.

GAME II.

White. (Mr. WATKINSON.)	*Black.* (Mr. THOROLD.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. to Q. Kt. third
5. P. to Q. B. third	5. Kt. to K. B. third
6. P. to Q. fourth	6. Kt. takes P.
7. B. to Q. fifth	7. P. to K. B. fourth
8. B. takes K. Kt.	8. P. takes B.
9. B. to K. Kt. fifth	9. Kt. to K. second
10. Kt. takes P.	10. Castles
11. Q. to Q. Kt. third (check)	11. P. to Q. fourth
12. B. takes Kt.	12. Q. takes B.
13. Q. takes P. (check)	13. B to K. third
14. Q. takes K. P. (*a*)	14. Q. R. to Q. square
15. Castles	15. B. to Q. fourth
16. Q. to K. Kt. fourth	16. P. to Q. B. third
17. Kt. to Q. second	17. B. to K. third
18. Q. to K. Kt. third	18. R. to K. B. fourth
19. P. to K. B. fourth	19. Q. R. to K. B. square
20. Q. R. to K. square	20. Q. to Q. third
21. Kt. to K. fourth (*b*)	21. Q. to Q. B. second
22. P. to Q. R. third	22. B. to Q. fourth
23. P. to K. R. third	23. P. to Q. R. third
24. K. to R. second	24. Q. to K. second
25. Kt. to K. Kt. fourth (*c*)	25. K. to R. square
26. Q. Kt. to K. B. sixth	26. Q. to K. B. second
27. Kt. takes B.	27. P. takes Kt.
28. Kt. to K fifth	28. Q. to Q. B. second
29. R. to K. third	29. P. to K. Kt. fourth.
30. Q. R. to K. B. third	30. P. takes P.
31. R. takes P.	31. R. to K. Kt. square
32. Q. takes R. (check)	32. K. takes Q. (*d*)
33. R. takes R.	

And Black resigned.

Notes.

(*a*) The sacrifice of these two Pawns did not effect that advantage in position which Black had expected.
(*b*) White keeps up an incessant attack.
(*c*) This is a very ingenious and powerful mode of continuing the assault.
(*d*) Nothing can now save Black's game.

GAME III.

Between the same Opponents.

Black. (Mr. THOROLD.)	*White.* (Mr. WATKINSON.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. Kt. fifth	3. P. to Q. R. third
4. B. to Q. R. fourth	4. Kt. to K. B. third
5. Castles	5. Kt. takes P.
6. R. to K. square	6. Kt. to K. B. third
7. B. takes Kt.	7. Q. P. takes B.
8. Kt. takes P.	8. B. to K. second
9. Q. to K. second	9. B. to K. third
10. P. to Q. third	10. Kt. to Q. second
11. B. to B. fourth	11. Kt. takes Kt.
12. B. takes Kt.	12. Castles
13. Kt. to Q. second	13. Q. to Q. second
14. Kt. to K. fourth	14. Q. R. to K. square
15. P. to Q. fourth	15. B. to Q. fourth
16. Q. to K. R. fifth	16. B. takes Kt. (*a*)
17. R. takes B.	17. Q. to Q. fourth
18. R. to K. Kt. fourth	18. P. to K. B. third
19. P. to Q. B. fourth	19. Q. to K. third
20. B. to B. fourth	20. P. to K. B. fourth
21. R. to K. Kt. third	21. P. to K. Kt. third
22. B. to K. fifth	22. B. to K. B. third
23. Q. R. to K. square	23. B. takes B.
24. P. takes B.	24. Q. takes Q. B. P.
25. Q. to K. R. sixth	25. Q. takes Q. R. P.
26. P. to K. R. fourth	26. Q. to K. B. second
27. P. to K. R. fifth	27. Q. to K. Kt. second
28. Q. to K. B. fourth	28. R. to K. third
29. Q. to Q. B. fourth	29. K. R. to K. square

30. P. takes P.	30. P. takes P.
31. P. to K. B. fourth	31. Q. to K. B. second
32. Q. R to K. third	32. K. to Kt. second
33. R. to K. Kt. fifth	33. K. R. to K. R. square
34. Q. R. to K. Kt. third	34. R. to K. R. third
35. Q. to Q. third	35. K. to R. second
36. Q. to Q. fourth	36. Q. to K. second
37. R. to Q. third	37. R. to Q. third
38. Q. to Q. Kt. fourth	38. R. to K. third
39. Q. to Q. fourth	39. P. to Q. R. fourth
40. K. R. to K. Kt. third	40. K. to Kt. second
41. R. to Q. second	41. K. to B. second
42. K. R. to Q. third	42. R. to K. R. square
43. Q. to K. third	43. R. to K. square (*b*)
44. R. to Q. seventh	

And White resigned.

Notes.

(*a*) It appears probable that at this point White might have materially relieved his game by 16. "P. to K. B. third."

(*b*) Though this is an obvious slip, yet White's position at this point is exceedingly difficult.

Game IV.

Between the same Opponents.

White. (Mr. Watkinson.)	*Black.* (Mr. Thorold.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. Kt. fifth	3. P. to Q. R. third
4. B. to Q. R. fourth	4. Kt. to K. B. third
5. Castles	5. B. to K. second
6. R. to K. square	6. P. to Q. Kt. fourth
7. B. to Q. Kt. third	7. P. to Q. third
8. P. to K. R. third	8. Kt. to Q. R. fourth
9. P. to Q. B. third	9. Kt. takes B.
10. Q. takes Kt.	10. B. to K. third
11. Q. to Q. B. second	11. P. to Q. B. fourth
12. P. to Q. fourth	12. Q. B. P. takes P.
13. P. takes P.	13. R. to Q. B. square

14. Kt. to Q. B. third	14. P. takes P. (*a*)
15. K. Kt. takes P.	15. Castles
16. Kt. takes B.	16. P. takes Kt.
17. Q. to Q. Kt. third	17. P. to Q. fourth
18. P. takes P.	18. P. to Q. Kt. fifth
19. R. takes P. (*b*)	19. K. to R. square
20. P. to Q. sixth	20. B. takes P.
21. Kt. to K. fourth	21. Kt. takes Kt.
22. R. takes Kt.	22. Q. to K. B. third
23. B. to K. third	23. B. to K. fourth
24. R. takes P.	24. R. to Q. Kt. square
25. R. to K. Kt. square	25. B. to Q. third
26. R. takes R.	26. B. takes R.
27. Q. to Q. Kt. sixth	27. Q. to K. fourth
28. R. to Q. square (*c*)	28. Q. to R. seventh (check)
29. K. to B. square	29. Q. to R. eighth (check)
30. K. to K. second	30. Q. takes Kt. P.
31. R. to Q. eighth	31. Q. to K. B. sixth (check)
32. K. to K. square	32. B. to K. fourth
33. B. to Q. B. fifth	33. Q. to K. fifth (check)
34. K. to Q. second	34. Q. to K. B. fifth (check)
35. K. to Q. third	35. Q. to K. B. fourth (check)
36. K. to Q. B. fourth	36. Q. to Q. B. seventh (check)
37. K. to Q. fifth	37. Q. to Q. sixth (check)
38. B. to Q. fourth	38. Q. to Q. Kt. fourth (check)
39. K. to K. fourth	39. Q. to K. seventh (check)
40. B. to K. third	40. Q. to K. B. sixth (check)
41. K. takes B.	41. Q. to K. B. third (check) (*d*)
42. Q. takes Q. (*e*)	42. P. takes Q. (check)
43. K. to K. sixth	43. R. takes R.
44. K. takes P.	44. P. to Q. R. fourth
45. P. to K. R. fourth	45. K. to Kt. square
46. K. to K. fifth	46. P. to Q. R. fifth
47. B. to Q. fourth	47. K. to B. second
48. K. to K. fourth	48. K. to Kt. third
49. K. to Q. third	49. K. to R. fourth
50. K. to B. third	50. R. to K. B. square
51. B. to K. fifth	51. R. takes P.

52. K. to Kt. fourth	52. R. to K. seventh
53. B. to K. B. sixth	53. K. to Kt. third
54. B. to Q. B. third	54. R. to K. fifth (check)
55. K. to R. fifth	55. R. takes P.
56. P. to Kt. fourth	56. R. to Q. B. fifth
57. B. to K. fifth	57. K. to B. fourth
58. B. to Q. sixth	58. R. to Q. fifth
59. B. to B. fifth	59. R. to Q. fourth
60. K. takes P.	60. P. to K. R. fourth
61. K. to Kt. fifth	61. P. to R. fifth
62. K. to B. sixth	62. R. takes B. (check)
63. P. takes R.	63. P. to R. sixth

And White resigns.

Notes.

(*a*) If Black play here, "P. to Q. Kt. fifth," White answers with "Q. to R. fourth (check)," and then captures the Pawn.

(*b*) This is a very good move. Black cannot take the Kt. with P., on account of the threatened advance of "P. to Q. sixth."

(*c*) This again is very strong play, and requires the nicest accuracy of play in reply.

(*d*) This move was hardly foreseen by White. It will be found to be the saving clause for Black.

(*e*) The best move. Though White is now *minus* the exchange, he has two clear Pawns a-head, and the game looks pretty even.

Game played by Messrs. W. RICHARDSON, J. SOUTHARD, and L. MARK, in consultation, against H. P. O'NEIL, J. G. GREENE, and J. A. LEONARD.

White. (Messrs. RICHARDSON, SOUTHARD, and MARK.)	*Black.* (Messrs. O'NEIL, GREENE, and LEONARD.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to K. third
3. K. B. to B. fourth	3. K B to B fourth
4. P. to Q. B. third	4. K. Kt. to B. third
5. P. to Q. fourth	5. P. takes P.
6. P. takes P.	6. B. to Q. Kt. fifth (check)
7. B. to Q. second	7. Kt. takes K. P.
8. B. takes B.	8. Q. Kt. takes B.
9. B. takes K. B. P. (check)	9. K. takes B.

10. Q. to Q. Kt. third (check)	10. P. to Q. fourth
11. Q. takes Kt. (*a*)	11. R. to K. square
12. Kt. to K. fifth (check)	12. K. to Kt. square
13. Q. to Q. Kt. third (*b*)	13. Kt. takes K. B. P.
14. K. takes Kt.	14. Q. to K. B. fifth (check)
15. K. to B. square	15. Q. takes Q. P.
16. Kt. to K. B. third	16. R to K B square
17. Kt. to Q. R. third (*c*)	17. P. to Q. Kt. third (*d*)
18. Kt. to Q. Kt. fifth	18. B. to Q. R. third
19. R. to Q. B. square	19. P. to Q. B. third
20. R. takes Q. B. P.	20. B. takes Kt. (check)
21. Q. takes B.	21. Q. to Q. eighth (check)
22. K. to B. second	22. Q. takes R.
23. Q. takes Q. P. (check)	23. K. to R. square
24. K. to Kt. third	24. Q. R. to K. square
25. R. to Q. B. seventh	25. R. to K. seventh
26. K. to K. Kt. fifth	26. Q. to K. eighth (check)
27. K. to Kt. fourth	27. P. to K. R. fourth (check)
28. K. takes P.	28. R. to K. fourth
29. R. to K. B. seventh (*e*)	29. P. to Kt. third (check)
30. K. takes P.	30. K. R. to Kt. square (check)
31. K. to B. sixth	31. Q. R. takes Kt.
32. Q. takes R.	32. R. takes Q.
33. K. takes R.	33. Q. to Q. seventh (check)

And Black wins.

Notes.

(*a*) Checking at King's fifth previous to capturing the Knight would have been stronger.

(*b*) Fearing "P. to Q. B. fourth."

(*c*) The position is peculiar. On examination it will be found that the move in the text is about the best that could have been adopted under the circumstances.

If

17. Q. to Q. B. third	17. Q. to Q. eighth (check)
18. Q. to K. square	18. R. takes Kt. (check)
19. P. takes B.	19. Q. takes P. (check)
20. K. to Kt. square	20. B. to K. R. sixth

And Black mates in two moves.

(*d*) If "R. takes Kt. (check)," followed by "B. to K. Kt. fifth," when Q. retakes, White answers with "R. to Q. square."

(*e*) This gives Black an opportunity of winning the game in rather a pretty style.

Game between Messrs. TOMLINSON and BRITTEN, the former giving the odds of Pawn and Two Moves.

(*Remove Black's K. B. P.*)

White. (Mr. BRITTEN.)	*Black.* (Mr. TOMLINSON.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to Q. third
3. K. B. to Q. third	3. P. to K. Kt. third
4. P. to K. B. fourth	4. P. to Q. B. fourth
5. P. to Q. fifth	5. K. B. to Kt. second
6. Q. Kt. to R. third	6. K. Kt. to R. third
7. P. to K. R. third	7. P. to Q. R. third
8. Q. Kt. to Q. B. fourth	8. P. to Q. Kt. fourth
9. Q. Kt. to Q. second	9. Castles
10. Q. Kt. to K. B. third	10. Q. Kt. to Q. second
11. Q. Kt. to K. Kt. fifth	11. Q. Kt. to K. B. third
12. P. to Q. B. fourth	12. K. Kt. to K. B. second
13. K. Kt. to K. B. third	13. Kt. takes Kt.
14. Kt. takes Kt.	14. P. to K. R. third
15. Kt. to K. sixth	15. B. takes Kt.
16. P. takes B.	16. P. takes P.
17. B. takes P.	17. Kt. takes K. P.
18. B. to Q. fifth	18. Kt. to K. Kt. sixth
19. B. takes R.	19. Kt. takes R.
20. B. to K. fourth	20. R. to K. B. third
21. Q. to K. Kt. fourth	21. P. to K. Kt. fourth
22. P. to K. Kt. third	22. Kt. takes K. Kt. P.
23. Q. takes Kt.	23. R. takes K. P.
24. P. takes P.	24. R. takes B. (check)
25. K. to B. second	25. Q. to K. B. square (check)
26. Q. to K. B. third	26. P. takes P.
27. Q. takes Q. (check)	27. K. takes Q.
28. B. takes P.	28. B. takes Q. Kt. P.
29. R. to Q. Kt. square	29. B. to Q. fifth (check)
30. K. to B. third	30. R. to K. third
31. P. to K. R. fourth	31. B. to K. B. third
32. B. to R. sixth (check)	32. B. to Kt. second
33. B. to K. Kt. fifth	33. B. to B. third
34. B. to R. sixth (check)	34. K. to B. second

35. P. to K. R. fifth	35. P. to Q. fourth
36. R. to Q. Kt. eighth	36. B. to Kt. second
37. B. to Kt. fifth	37. P. to Q. B. fifth
38. R. to Q. eighth	38. P. to Q. fifth
39. P. to K. R. sixth	39. B. takes P.
40. B. takes B.	40. R. takes B.
41. R. takes Q. P.	41. R. to Q. B. third

And wins.

Game between Messrs. TOMLINSON and BRITTEN, the former giving the odds of Pawn and Move.

(*Remove Black's K. B. P.*)

White. (Mr. BRITTEN.)	*Black.* (Mr. TOMLINSON.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. B. fourth
3. P. to Q. B. third	3. P. takes P.
4. P. takes P.	4. Kt. to Q. B. third
5. Kt. to K. B. third	5. B. checks
6. Kt. to Q. B. third	6. Kt. to K. B. third
7. Q. B. to K. Kt. fifth	7. P. to K. R. third
8. B. takes Kt.	8. Q. takes B.
9. P. to K. fifth	9. Q. to K. B. fifth
10. P. to Q. R. third	10. B. to Q. R. fourth
11. P. to Q. Kt. fourth	11. B. to Q. Kt. third
12. K. B. to K. second	12. Castles
13. P. to K. Kt. third	13. Q. to K. B. fourth
14. Q. Kt. to Kt. fifth	14. P. to Q. R. third
15. Q. Kt. to Q. sixth	15. Q. to K. Kt. third
16. Kt. to K. R. fourth	16. Q. to K. Kt. fourth
17. Q. Kt. to K. fourth	17. Q. to Q. square
18. Castles	18. B. takes Q. P.
19. R. to R. second	19. B. takes K. P.
20. B. to K. R. fifth	20. P. to Q. fourth
21. R. to Q. second	21. Kt. to K. second
22. Kt. to K. Kt. sixth	22. Kt. takes Kt.
23. B. takes Kt.	23. B. to K. B. third
24. P. to K. B. fourth	24. Q. checks

25. Kt. to Q. B. fifth	25. K. B. to K. second
26. R. to Q. B. second	26. Q. B. to Q. second
27. K. to Kt. second	27. B. takes Kt.
28. R. takes B.	28. Q. R. to Q. B. square
29. Q. to Q. fourth	29. R. takes R.
30. P. takes R.	30. Q. to Q. B. third
31. R. to Q. Kt. square	31. R. to Q. B. square
32. R. to Q. B. square	32. P. to Q. Kt. third

And wins.

Game played at the PHILIDORIAN between Mr. CAMPBELL and A MEMBER of the Southampton Chess Club.

Black. (A MEMBER.)	*White.* (Mr. CAMPBELL.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. fourth	3. P. takes P.
4. B. to Q. B. fourth	4. B. to Q. B. fourth
5. P. to Q. B. third	5. P. to Q. third
6. P. takes P.	6. B. to Q. Kt. third
7. P. to Q. fifth	7. Kt. to K. fourth
8. Kt. takes Kt.	8. P. takes Kt.
9. Castles	9. Kt. to K. B. third
10. B. to K. Kt. fifth	10. P. to K. R. third
11. B. to Q. Kt. fifth (check)	11. B. to Q. second
12. B. takes B. (check)	12. Q. takes B.
13. B. takes Kt.	13. P. takes B.
14. Kt. to Q. B. third	14. R. to K. Kt. square
15. Q. to K. B. third	15. Castles (Q. R.)
16. Q. takes B. P.	16. R. to Kt. fourth
17. K. to R. square	17. Q. R. to K. Kt. square
18. Kt. to K. second	18. R. takes K. Kt. P.
19. Kt. to K. Kt. third	19. Q. to K. R. sixth
20. Q. to K. B. fifth (check)	20. Q. takes Q.
21. P. takes Q.	21. R. takes B. P.
22. R. takes R.	22. B. takes R.
23. Kt. to K. fourth	23. B. to Q. fifth
24. R. to Q. Kt. square	24. R. to Kt. fifth

25. Kt. to B. sixth	25. R. to Kt. fourth
26. P. to Q. sixth (*a*)	26. P. takes P.
27. Kt. to K. fourth	27. P. to K. B. third
28. Kt. takes Q. P. (check)	28. K. to Q. second
29. Kt. takes Q. Kt. P.	29. R. takes B. P.
30. R. to Q. square	30. K. to K. second
31. Kt. to R. fifth	31. B. takes Kt. P.
32. R. to Q. Kt. square	32. B. to Q. fifth
33. R. to B. square (check)	33. K. to Q. second
34. R. to B. second	34. R. to B. seventh
35. R. takes R.	35. B. takes R.

And wins.

Note.

(*a*) Well played.

Game played between Herren ANDERSSEN and FALKBEER.

(*Falkbeer's Centre Counter Gambit.*)

White. (Herr ANDERSSEN.)	*Black.* (Herr FALKBEER.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. to Q. fourth
3. P. takes Q. P.	3. P. to K. fifth
4. B. to Kt. fifth (check)	4. B. to Q. second
5. Q. to K. second	5. Kt. to K. B. third
6. Kt. to Q. B. third	6. B. to Q. B. fourth
7. Kt. takes P.	7. Castles
8. B. takes B.	8. Q. Kt. takes B.
9. P. to Q. third	9. Kt. takes P.
10. K. Kt. to B. third	10. R. to K. square
11. P. to B. fifth	11. B. to Q. Kt. fifth (check)
12. K. to B. second	12. Q. Kt. to B. third
13. P. to K. Kt. third	13. Q. to Q. second
14. P. to Q. B. fourth	14. Kt. takes Kt. (check)
15. P. takes Kt.	15. Kt. to B. third
16. P. to K. fifth	16. Q. takes K. B. P.
17. K. to Kt. second	17. Q. R. to Q. square
18. P. to Q. R. third	18. B. to Q. third

19. K. R. to Q. square	19. Q. to R. fourth
20. P. to Q. B. fifth	20. R. takes K. P.
21. Q. takes R.	21. Q. to Kt. fifth
22. P. takes B.	22. Q. R. to K. square
23. Q. takes R.	23. Kt. takes Q.
24. P. to Q. seventh	24. Q. to K. fifth
25. P. to Q. eighth, queens	25. Q. to B. seventh (check)
26. B. to Q. second	

And Black resigns.

Game played between Herr FALKBEER and M. DUFRESNE.

Black. (Herr FALKBEER.)	*White.* (M. DUFRESNE.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. B. third	3. Kt. to B. third
4. P. to Q. fourth	4. Kt. takes K. P.
5. P. takes P.	5. P. to Q. fourth
6. B. to Q. third	6. B. to K. B. fourth
7. B. to K. B. fourth	7. B. to B. fourth
8. Castles	8. Castles
9. Q. to Q. B. second	9. P. to B. third
10. P. takes P.	10. R. takes P.
11. Q. Kt. to Q. second	11. Kt. takes K. B. P.
12. B. takes B.	12. Kt. to R. sixth (dis. check)
13. K. to R. square	13. Kt. takes B.
14. B. takes P. (check)	14. K. to R. square
15. Kt. to Kt. fifth	15. Kt. to K. R. fourth
16. Kt. to B. seventh (check)	16. R. takes Kt.
17. R. takes R.	17. Kt. to K. fourth
18. Q. to B. fifth	18. Kt. takes R.
19. Q. takes K. Kt.	19. Kt. to R. third
20. B. to B. second	20. Q. to K. Kt. square
21. Kt. to B. third	21. R. to K. B. square
22. Kt. to K. fifth	22. R. to B. third
23. Kt. to Kt. sixth (check)	23. R. takes Kt.
24. Q. takes R.	24. Kt. to B. second
25. Q. to R. fifth (check)	25. Kt. to R. third

26. R. to K. square	26. B. to B. square
27. R. to K. eighth	27. P. to Q. B. third
28. Q. to Kt. sixth	

And White resigns.

Game played at the odds of pawn and two moves between Herr FALKBEER and three or four members of the CITY OF LONDON CHESS CLUB, in consultation, February 6th, 1861.

White. (CITY OF LONDON CHESS CLUB.)	*Black.* (Herr FALKBEER.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to Q. B. fourth
3. Q. to R. fifth (check)	3. P. to Kt. third
4. Q. takes Q. B. P.	4. Q. Kt. to B. third
5. P. to Q. fifth	5. P. to K. fourth
6. Q. to B. fourth	6. Kt. to Q. fifth
7. Kt. to K. second	7. Q. to Kt. third
8. Kt. takes Kt.	8. P. takes Kt.
9. Q. to Q. third	9. B. to Q. B. fourth
10. B. to K. second	10. P. to Q. third
11. Q. checks	11. B. covers
12. Q. takes Q.	12. B. takes Q.
13. Castles	13. Kt. to B. third
14. B. to Q. third	14. Castles (K. R.)
15. B. to K. B. fourth	15. Kt. takes K. P.
16. B. to R. sixth	16. K. R. to K. square
17. Kt. to R. third	17. Kt. to B. third
18. B. to Q. B. fourth	18. B. to Q. B. fourth
19. Q. R. to Q. square	19. Q. R. to Q. B. square
20. Kt. to Q. Kt. square	20. Kt. to Kt. fifth
21. B. to K. B. fourth	21. Kt. to K. fourth
22. B. to Q. Kt. third	22. B. to K. Kt. fifth
23. P. to K. B. third	23. B. to B. fourth
24. K. to R. square	24. P. to Q. sixth
25. P. to Q. B. fourth	25. B. to Q. fifth
26. B. takes Kt.	26. P. takes B.
27. P. to K. Kt. fourth	27. P. to K. fifth

28. P. takes B.	28. P. to K. sixth
29. K. R. to K. square	29. P. to K. seventh
30. Q. R. takes P.	30. B. to K. B. seventh
31. P. to Q. sixth	31. Q. R. to Q. square
32. P. to B. fifth (check)	32. K. to Kt. second
33. P. to Q. seventh	33. R. to K. second
34. R. takes K. P.	34. R. takes R.
35. Kt. to Q. B. third	35. R. checks
36. K. to Kt. second	36. B. takes P.
37. Kt. to K. fourth	37. B. to K. second
38. P. takes P.	38. P. takes P.
39. B. to B. fourth	39. R. to K. seventh (check)
40. K. to Kt. third	40. R. takes Kt. P.
41. Kt. to Q. sixth	41. B. takes Kt.
42. R. takes B.	42. K. to B. square
43. R. takes P.	43. R. takes P.
44. R. to Kt. eighth (check)	44. K. to K. second
45. R. to Kt. seventh (check)	45. K. to Q. third
46. R. takes R. (check)	46. K. takes R.
47. P. to K. R. fourth	47. P. to Q. R. fourth
48. P. to R. fifth	48. P. to Kt. fourth
49. B. to Kt. eighth	49. K. to K. second
50. P. to R. sixth	50. K. to B. third
51. K. to B. fourth	51. P. to R. fifth
52. K. to K. fourth	52. P. to Kt. fifth
53. K. to Q. third	53. R. to K. B. seventh
54. K. to Q. B. fourth	54. P. to Kt. sixth

And White resigns.

SOLUTIONS TO PROBLEMS.

No. 137. *Page* 79.

White.	*Black.*
1. R. to Kt. second	1. Any move
2. Q. takes B. (check)	
3. R. or B. mates	

No, 138. *Page* 79.

White.	*Black.*
1. P. to Kt. fourth	1. P. takes P.
2. P. to R. fifth	2. P. to Kt. sixth

The only move to save the game.

No. 139. *Page* 80.

White.	*Black.*
1. R. takes Kt.	1. R. takes Q. (best)
2. P. takes R.	2. Q. to K. B. square (best)

White has now only to stop Black's Pawns, at K. Kt.'s fifth and on the Queen's side, taking care not to allow the Q. to check. Black will then be obliged to move either Q. or K. R. P. or K. Kt. P., and in either case will be mated immediately.

No. 140. *Page* 80.

White.	*Black.*
1. Kt. to Kt. eighth (double ch.)	1. K. to K. B. square (best)
2. R. to Q. square (check)	2. B. to K. square
3. R. takes B. (check)	3. K. takes or moves
4. Queen mates	

No. 141. *Page* 95.

In this position a Black Rook instead of Queen should be on R. second.

White.	*Black.*
1. Q. to Q. R. fourth	1. Kt. to Q. B. third (best)
2. Q. takes Queen's Bishop	2. Anything
3. Q. or B. mates	

No. 142. *Page* 95.

White.	*Black.*
1. P. becomes Kt. (check)	1. K. moves
2. Kt. takes Q. (check)	2. K. moves
3. Kt. to Q. fifth (dis. check)	3. K. moves
4. Kt. to K. seventh, mate	

No. 143. *Page* 96.

White.	*Black.*
1. B. to Q. B. square	1. B. takes Kt.
2. R. takes B.	2. B. to K. second
3. K. takes B.	3. Anything
4. B. or R. mates	

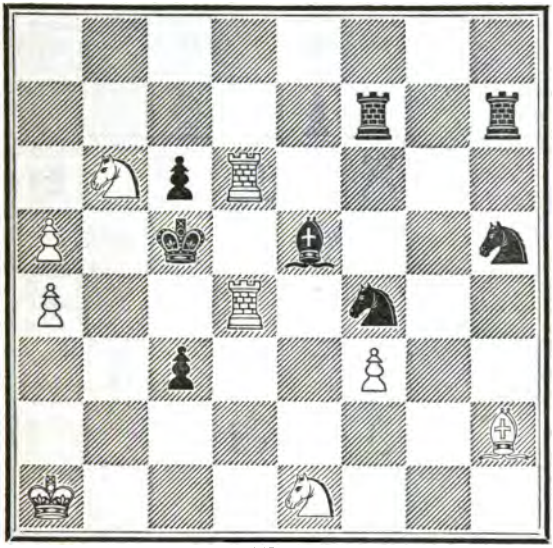
Black has other moves at his command, but none to prevent the mate in four moves as indicated.

No. 144. *Page* 96.

White.	*Black.*
1. R. to K. square	1. P. to K. sixth (best)
2. B. to Q. Kt. square	2. P. to K. seventh, or P. to K. B. sixth (or A)
3. R. takes K. P. (check)	3. Any move
4. P. or Kt. mates accordingly	
(A)	
(If 2. K. moves, R. mates)	2. P. at K. B. second moves, or B. to K. B. fourth, or K. to R. second
3. Kt. takes B. or P. (check)	3. K. moves
4. R. takes K. P. mate.	

No. 149. Problem by F. HEALEY, Esq.

BLACK.



WHITE.

White to move, and mate in three moves.

No. 150. Problem by J. CAMPBELL, Esq.

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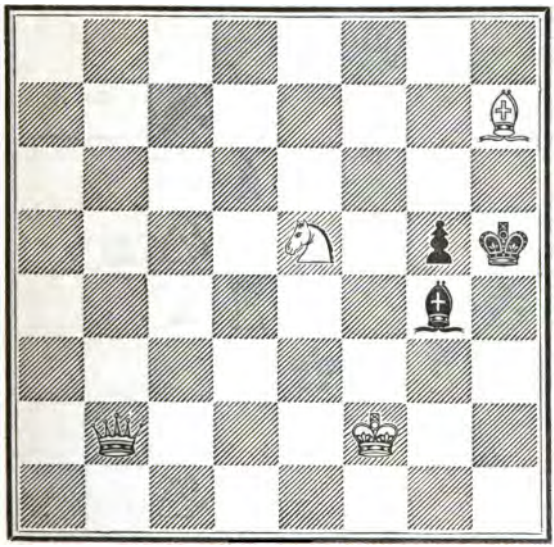

WHITE.

White to move, and mate in three moves.

No. 151. Problem by J. J. WATTS, Esq.

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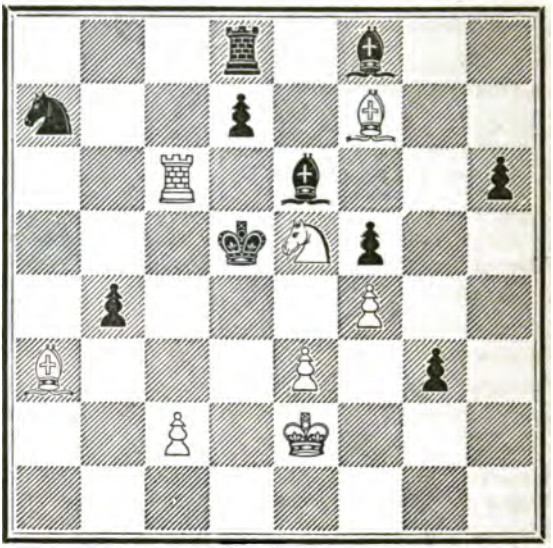

WHITE.

White to move, and mate in three moves.

No. 152. Problem by J. J. WATTS, Esq.

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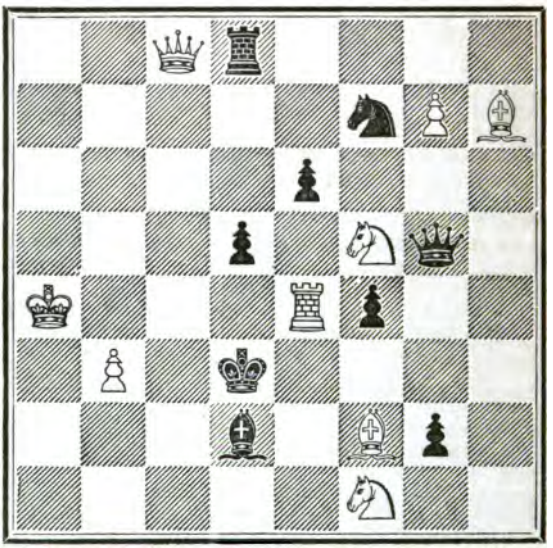


WHITE.

White to move, and mate in four moves.

EDITORIAL QUALIFICATIONS.

A CHESS Magazine is not exempt from the vicissitudes which its literary contemporaries encounter. In some respects its vitality is exposed to even greater danger than that which menaces daily other portions of our press, or, to speak more generally, the dominions of the brain. If one day we lose an immortal LYNDHURST (may that day be far distant), we may console ourselves with the reflection that BETHELL and CAIRNS are still living to prove that an honourable profession is not a mere war of words, that "legislation" is not a term of the closest affinity to "chicanery." But in Chess a succession of real ability is not found so readily. Specialities there are in the world, and such there always will be. When therefore a change of management takes place in the CHESS PLAYER'S CHRONICLE, it behoves its promoters to bestow the utmost attention upon a matter of so extremely delicate a nature. Pecuniarily the Magazine has never aimed at trade success; intellectually, it has been content with the adhesion of a Chess-playing public, all the more indulgent, because it has approved of an outward expression of inborn English honesty and courage. We have reason to thank our subscribers for the courtesy which they have extended to us throughout the whole of our career. We should indeed omit to do our duty if we did not repay the obligation in quality, if we cannot in quantity. Our predecessors have herein set us an example which we shall not forget lightly. The able player, who first edited this paper, did not quit his post, until he had inspired a successor, and previously, by the only true test—experience, arrived at the conclusion that he might probably fill the void occasioned by his absence. That successor, the same spirit breathing on him, preferred to see the Magazine suspended for a time, to beholding it in unworthy and incapable hands. At the time at which ill health caused him to give up a project which an increased circulation had rendered more successful commercially, no one, who could have fairly been trusted by the general public; no one with the requisite qualifications of ability, integrity, and above all—impartiality, was disposed to lead the vanguard of English Chess players. Suspension, or even destruction, will always be preferred by an honourable mind, to ignorance and incapacity. The Third Series, as is well known to our readers, was a resuscitation of a magazine which used to be welcomed cordially by every British amateur, and was not without its authority abroad. To whom was the manage-

ment to be confided? That was in truth an important question. Was there a chance of persuading the old lion, or his successor, if his health were improved, to resume their pristine labours? No such inclination existed on the part of either of these gentlemen. Weighty reasons, we may state, precluded *one* from making so special an intervention in the Chess journalism of this country; *the other*, whilst he endeavoured to remove impediments out of her way, and afford us partial co-operation, professed his repugnance to so laborious a revival. Under such circumstances we cannot but be thankful to the gentlemen who have managed the present series of the CHESS PLAYER'S CHRONICLE. But for the sake of our readers, we have been constantly on the look-out for ability of the highest order. That, we rejoice to say, we have at length secured. Herr KOLISCH came to England, recommended by the popular voice of the Continent. Our experienced players have come to the conclusion that his fame is based upon true desert, and that to him, rather than any other European lover of Chess ought a match against the great PAUL MORPHY to be confided. It is then upon no common event in our periodical history, that we presume to congratulate our readers. The accession of genius, combined with practical ability in the person of Herr KOLISCH, will be as welcome to them, as it was to us. We can only say that our standard, as before, will be that prescribed by justice. The number, that is to say, the quantity of games published in a single number, will be regarded as nothing better than a feather to be worn in a cap of holiday costume, but that essential principle, quality, we shall ever keep in sight most clearly. Editing ably-played games with well-considered notes appended to them, besides problems, the examination of which will be assigned to that great master of invention, KLING, we shall aim at giving altogether a higher stamp to Chess, and thus increasing the hitherto freely-accorded support of the public.

THE MATCH BETWEEN HERR KOLISCH AND MR. PAUL MORPHY.

THE victorious Chess career of Herr KOLISCH, in the French and the English metropolis, has naturally produced a wish among the Chess lovers of the two countries to witness an encounter between the young German and the great American champion. Herr KOLISCH having

intimated to several members of the different Chess clubs his willingness to play a match with Mr. MORPHY, it was considered advisable in order to bring about so interesting an event, that a Committee should at once be formed, consisting of gentlemen belonging to the different clubs.

The following gentlemen have been chosen into this Committee:—

Lord ARTHUR HAY, St. George's Club.
N. W. J. STRODE, Esq., St. George's Club.
THOMAS HAMPTON, Esq., St. George's Club.
GEORGE MAUDE, Esq., London Club.
Herr LÖWENTHAL, St. James's Club.

The above members of the committee were requested on behalf of the subscribing members to promote and carry out the necessary arrangements for engaging Mr. PAUL MORPHY to play a Chess match with Herr IGNATIUS KOLISCH. Among the subscribers, are well known patrons of the noble game, such as Lord LYTTLETON, Lord CREMORNE, Sir JOHN TRELAWNY, M.P., &c.

The necessary funds seem also to have been already subscribed. Mr. MONGREDIEN, the well-known President of the London Chess Club subscribed on account of that Club, the liberal sum of £50. Count KOUSCHELEEF, the Russian amateur, has also subscribed a considerable sum. At the time this will reach the eyes of our readers, the committee will most likely have already dispatched the letter inviting MORPHY to the contest.

THE MATCH BETWEEN MESSRS. THOROLD AND WATKINSON.

The Match between Mr. JOHN WATKINSON, of Huddersfield, and Mr. EDMUND THOROLD, increases in interest as it approaches its termination. Seven games have now been played, four of which have been scored by the Sheffield amateur. The first winner of seven games will be the victor. The first two games in the match were two hours each in duration, the next three averaged four hours each, the sixth game reached the unusual lenghth of five hours and a quarter, and the seventh game, contested at Huddersfield on Saturday last, extended to a little over three hours. The last two games have been scored by Mr. WATKINSON.

CHESS IN THE LONDON CLUB.

The following games were played in a match between Herr KOLISCH and Mr. MAUDE. The conditions of the match were that Herr KOLISCH had to give a Knight in every game, but that Mr. MAUDE was to win five games before Mr. KOLISCH won three. The result of the match was:—Herr KOLISCH won 2; Mr. MAUDE, 3; Drawn, 0. Herr KOLISCH was therefore the winner.

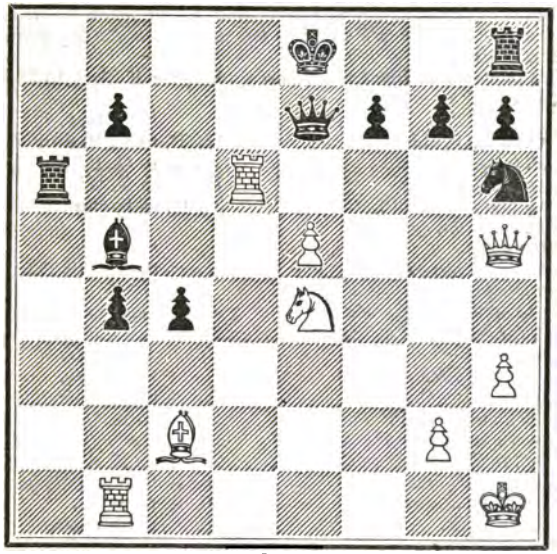
GAME I.

(Scotch Gambit.)

(Remove White's Queen's Knight.)

White. (Herr KOLISCH.)	*Black.* (Mr. MAUDE.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. fourth	3. P. takes P.
4. B. to Q. B. fourth	4. B. to Q. B. fourth
5. Kt. to Kt. fifth	5. Kt. to K. R. third
6. Q. to R. fifth (*a*)	6. Q. to K. second (*b*)
7. Castles	7. Q. Kt. to K. fourth
8. B. to Kt. third	8. P. to Q. third
9. P. to K. R. third	9. P. to Q. sixth (*c*)
10. K. to R. square	10. P. takes B. P.
11. B. takes Q. B. P.	11. B. to Q. second
12. P. to K. B. fourth	12. B. to Q. Kt. fourth (*d*)
13. R. to Q. square	13. Kt. to Q. second
14. P. to Q. Kt. fourth (*e*)	14. B. takes P. (*f*)
15. R. to Q. Kt. square	15. P. to Q. R. fourth
16. P. to Q. R. third	16. P. to Q. B. fourth
17. P. takes B.	17. R. P. takes P.
18. B. to Q. Kt. second	18. Kt. to K. B. third
19. B. takes Kt.	19. Q. takes B.
20. P. to K. fifth	20. P. takes P.
21. P. takes P.	21. Q. to K. second
22. R. to Q. sixth	22. R. to R. third
23. Kt. to K. fourth	23. P. to Q. B. fifth (*g*)

WHITE.



BLACK.

Position of the game after Black's twenty-third move.

24. Q. R. to Q. square	24. Castles
25. Kt. to K. B. sixth (check)	25. K. to R. square (*h*)
26. Kt. to Q. fifth	26. Q. to K. square
27. Kt. to Q. B. seventh	27. Q. to Q. B. square
28. Kt. takes R. (*i*)	28. P. takes Kt.
29. R. takes Kt.	29. P. takes R.
30. Q. takes R. P.	30. P. to K. B. fourth
31. P. takes P. (*en passant*)	31. R. to B. second
32. B. to K. Kt. sixth	32. Q. to K. B. square
33. B. takes R.	

And wins.

Notes.

(*a*) This variation in the Scotch gambit is called by the German authors Vitzthum's variation, it leads to very interesting combinations, and appears to have come lately again into fashion.

(*b*) This move is generally considered as the best defence.

(*c*) Evidently to prevent "P. to K. B. fourth."

(*d*) In order to draw the Rook from the Bishop's site, and to give to the Knight access to the square of Q. second, from which square he was to play to K. B. third. The reader will find in a few moves how cleverly White profited by this loss of time.

(*e*) This move forces Black to give up a piece, for if Black had played "B. to K. B. seventh," thus :—

White.	*Black.*
15. Q. to K. B. third	15. B. to K. R. fifth
16. P. to Q. R. fourth	16. B. to Q. B. fifth
17. Q. to Q. B. third	17. B. to K. third
18. Q. takes K. Kt. P.	18. Q. to B. third
19. B. to Q. Kt. second	

winning the piece.

(*f*) Black gets two pawns for the piece, thus with the gambit Pawn has three Pawns for the piece.

(*g*) By this move Black, whose position got more and more cramped, gives up two pawns, but is enabled to draw the game with ease, if White takes them, for suppose :—

White.	*Black.*
24. Q. R. takes P.	24. B. to B. third
25. Q. R. takes B. P.	25. R. to R. fourth
26. Q. R. to Q. fourth	26. Castles
27. Kt. to B. sixth (check)	27. K. to R. square
28. Kt. to Kt. fourth	28. R. to R. eighth (check)
29. R. to Q. square (best)	29. R. takes R.
30. R. takes R.	30. R. to Q. square

and the game is drawn.

(*h*) If Black had played 25. "P. takes Kt."

White.	*Black.*
26. Q. takes Kt.	26. P. to K. B. fourth
27. B. takes P.	27. P. to K. B. third
28. P. takes P.	28. R. takes P.
29. B. takes K. P.	29. K. to B. second (best)
30. B. to Kt. sixth (check)	

and wins.

(*i*) Far preferable to "Kt. takes B.," for after the loss of the R. Black's game is irretrievably lost. A careful examination of the position after the 24th move, will convince the reader that the attack has been carried out with great precision and elegance.

GAME II.

Between the same Opponents.

(*Remove White's Q. Kt.*)

White. (Herr KOLISCH.)	*Black.* (Mr. MAUDE.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. B. third	3. Kt. to K. B. third
4. P. to Q. fourth	4. P. to Q. fourth (*a*)

5. B. to Q. Kt. fifth	5. B. to K. Kt. fifth
6. Q. to Q. R. fourth	6. B. to Q. second
7. P. takes Q. P.	7. K. Kt. takes Q. P.
8. P. takes K. P.	8. B. to K. second
9. Castles	9. Castles
10. Q. to K. fourth	10. B. to K. third
11. B. to Q. third	11. P. to K. Kt. third (*b*)
12. K. R. to Q. square	12. Q. to Q. B. square (*c*)
13. Kt. to Kt. fifth	13. B. takes Kt.
14. B. takes B.	14. P. to K. B. third
15. P. takes P.	15. Kt. takes P.
16. Q. to K. R. fourth	16. Kt. to K. Kt. fifth
17. P. to K. B. fourth	17. Kt. to K. sixth
18. R. to K. square	18. Kt. to K. B. fourth
19. Q. to K. B. second	19. Q. to Q. second
20. B. to Q. B. second (*d*)	20. Q. R. to K. square
21. Q. R. to Q. square	21. Q. to K. B. second
22. Q. R. to Q. second	22. K. to Kt. second
23. P. to K. Kt. fourth	23. Kt. to Q. third
24. Q. to K. R. fourth	24. K. to R. square
25. B. to R. sixth	25. K. R. to Kt. square
26. B. to Kt. fifth	26. K. R. to B. square
27. B. to R. sixth	27. B. takes Q. R. P. (*e*)
28. B. takes R.	28. R. takes R. (check)
29. Q. takes R.	29. Q. takes B.
30. P. to Q. Kt. third	30. Q. takes B. P. (*f*)
31. R. to K. B. second	31. Q. takes Kt. P. (check)
32. K. to R. square	32. Q. to Kt. fourth
33. Q. to Q. R. square	33. Q. to Q. fourth (check)
34. K. to Kt. square	34. B. takes P.
35. B. takes B.	35. Q. takes B.
36. P. to Q. B. fourth (dis. ch.)	36. K. to Kt. square
37. Q. to K. B. sixth	37. Q. to Q. eighth (check)
38. K. to Kt. second	38. Q. to Kt. fifth (check)
39. K. to Kt. second	39. Q. to K. fifth (check)
40. K. to Kt. square	40. K. Kt. to K. B. fourth
41. Q. to Q. Kt. second	41. Q. Kt. to Q. fifth
42. Q. to Q. R. third	42. Kt. to K. seventh (check)

43. K. to B. square	43. Kt. to K. B. fifth (*g*)
44. R. to Q. second	44. Q. to R. eighth (check)

And Black mates in two moves.

Notes.

(*a*) A daring move; though recommended by many Chess-writers, we cannot approve it.

(*b*) It is evident that on the 11th move, "R. to Q. square," Black would have effectually answered with "Kt. takes Q. B. P."

(*c*) Black has here chosen the best move to free himself from his rather cramped position.

(*d*) In order to take on the next move the Queen's Bishop with the Rook.

(*e*) Black evidently prefers to lose the exchange than to make the game a draw, as White intends.

(*f*) The game becomes again very intricate, and only very correct play can insure the game for Black.

(*g*) It can be easily seen that Mr. Maude, who is chiefly an attacking player, is now in his proper element. The series of moves is played with unexceptionable skill by the second player, as it was impossible to profit better by the superiority of pieces.

GAME III.

Between the same Opponents.

(Double Gambit.)

(Remove White's Q. Kt.)

White. (Herr KOLISCH.)	*Black.* (Mr. MAUDE.)
1. P. to K. fourth	1. P. to K. fourth
2. B. to B. fourth	2. B. to B. fourth
3. P. to Q. Kt. fourth	3. B. takes Kt. P.
4. P. to Q. B. third	4. B. to Q. R. fourth
5. P. to K. B. fourth (*a*)	5. P. to Q. fourth
6. P. takes Q. P.	6. P. to K. fifth
7. B. to R. third	7. B. to Kt. third
8. Q. to K. second	8. Kt. to K. B. third
9. Kt. to B. third	9. B. to K. Kt. fifth
10. P. to K. R. third	10. B. takes Kt.
11. P. takes B.	11. K. to Q. second (*b*)
12. P. takes P.	12. Kt. takes K. P.
13. Q. to K. Kt. fourth (check)	13. K. to K. square
14. Castles (Q. R.)	14. Kt. to Q. third
15. B. to Q. Kt. fifth (check) (*c*)	15. P. to Q. B. third
16. Q. takes Kt. P.	16. K. to Q. second

17. B. to K. second	17. R. to K. square
18. B. to K. Kt. fourth (check)	18. K. to B. second
19. K. R. to K. square	19. P. to Q. B. third
20. R. to K. fifth	20. Kt. to Q. second
21. P. to Q. fourth	21. Kt. takes R.
22. Q. P. takes Kt.	22. Q. to K. second (*d*)
23. P. takes Kt. (check)	23. K. takes P. (*e*)
24. Q. to R. sixth (check)	24. P. to K. B. third
25. B. to K. sixth	25. R. to K. Kt. square (*f*)
26. P. to K. B. fifth	26. Q. to K. Kt. second
27. Q. to K. B. fourth (check)	27. K. to K. second
28. R. to K. square	28. Q. to K. Kt. sixth
29. P. to Q. sixth (check)	29. K. to Q. square
30. Q. takes Q.	30. R. takes Q.
31. R. to K. fourth (*g*)	31. R. takes B. P. (check)
32. K. to Kt. square	32. R. to K. Kt. sixth
33. R. to K. R. fourth	33. R. to Q. sixth (*h*)
34. R. takes P.	34. R. takes Q. P.
35. B. to Kt. second	

And Black resigned.

Notes.

(*a*) A daring mode of play; but giving the Knight to so strong a player as Mr. Maude, Herr Kolisch had no other choice than to play a bold and intricate game.

(*b*) The only way to prevent White forming a formidable centre of Pawns.

(*c*) White could have won the Queen in exchange for two pieces, but as no attack was left, and having given the odds of a Knight, it was not advisable to do so. The following was the way of winning the Queen:—

White	*Black.*
15. R. to K. square (check)	15. K. to B. square
16. B. takes Kt. (check)	16. P. takes B. (best)
17. B. to Q. Kt. fifth	

and Black must either lose a clear piece, or exchange the Queen for two pieces.

(*d*) If "Kt. to Q. B. fifth" instead, Q. would have taken "K. B. P. (check)," "R. to K. second," and White by playing "Q. to K. B. sixth" gets an irresistible attack.

(*e*) If Black takes P. with Q. thus:—

White.	*Black.*
24. Q. takes B. P.	24. R. to K. second
25. Q. to K. B. fifth	25. R. to K. square
26. B. to K. R. fifth	

and White has again a very good game.

(*f*) The best move under the circumstances. We leave it to the sagacity of

the reader to find out how White could have won if Black had played a different move.

(*g*) A powerful move, as may be seen by the result.

(*h*) Whatever Black might have played in this position, the game could no more be saved, as a close analysis will prove.

A game played by Mr. G. LUMBLEY, the Blind Chess-player, against Mr. FOSTER, at the Philo Reading Rooms, Cambridge. Mr. LUMBLEY was playing two other games at the same time.

(*Evans' Gambit.*)

White. (Mr. G. LUMBLEY.)	*Black.* (Mr. FOSTER.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes P.
5. P. to B. third	5. B. to B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Kt. third
9. Kt. to Q. B. third	9. B. to K. Kt. fifth
10. Q. to R. fourth	10. B. takes Kt.
11. P. to Q. fifth	11. B. to K. Kt. fifth
12. P. takes Kt.	12. R. to Kt. square (*a*)
13. B. to Q. R. third	13. B. to Q. fifth
14. P. takes P. (dis. check)	14. B. to Q. second
15. B. takes K. B. P. (check)	15. K. takes B.
16. Q. takes K. B.	16. Q. to K. B. third
17. Q. takes Q. R. P.	17. Kt. to K. second
18. Kt. to Q. fifth	18. Kt. takes Kt.
19. P. takes Kt.	19. K. R. to K. square
20. K. R. to Q. B. square	20. Q. to Q. square
21. R. to Q. B. third	21. K. to Kt. square
22. Q. R. to Q. B. square	22. Q. to K. second
23. P. to K. R. third	23. Q. to K. fourth
24. R. takes P.	24. B. to K. B. fourth
25. Q. takes R.	25. R. takes Q.
26. R. to B. eighth (check)	26. B. takes R.
27. R. takes B. (check)	27. K. to B. second

28. R. takes R.	28. Q. to K. second
29. B. takes Q. P.	29. Q. takes B.
30. R. to Q. B. eighth (*b*)	

And Black resigns.

Notes.

(*a*) Better to have taken the P.

(*b*) This game, though not very brilliant, is given to show the comparative strength of country players.

CHESS TOURNAMENT AT MANCHESTER.

First game in the Match between Messrs. HORWITZ and PINDAR.

(*French Opening.*)

White. (Herr HORWITZ.)	*Black.* (Mr. PINDAR.)
1. P. to K. fourth	1. P. to K. third
2. P. to K. B. fourth	2. P. to Q. fourth
3. P. to K. fifth	3. P. to Q. B. fourth
4. Kt. to K. B. third	4. Kt. to Q. B. third
5. P. to Q. Kt. third	5. Kt. to K. R. third
6. P. to Q. B. third	6. Q. to Q. Kt. third
7. Kt. to Q. R. third	7. P. to K. B. third
8. B. to Q. Kt. fifth	8. B. to Q. second
9. Q. to K. second	9. B. to K. second
10. B. takes Kt.	10. P. takes B. (*a*)
11. Kt. to Q. B. second	11. Castles (on K. side)
12. P. to Q. third (*b*)	12. Kt. to K. B. second
13. Castles	13. P. to Q. B. fifth (dis. check)
14. B. to K. third	14. P. takes Q. P.
15. Q. takes P.	15. Q. to Q. B. second
16. K. R. to K. square	16. P. takes P.
17. P. takes P.	17. Kt. takes P.
18. Kt. takes Kt.	18. Q. takes Kt.
19. B. takes Q. R. P.	19. Q. to Q. B. second
20. B. to K. B. second	20. R. takes B. (*c*)
21. K. takes R.	21. Q. takes K. R. P.
22. R. to K. Kt. square	22. P. to K. fourth
23. Kt. to K. third	23. P. to K. fifth (*d*)
24. Q. to Q. fourth (*e*)	24. B. to K. Kt. fourth
25. K. to K. second (*f*)	25. Q. to K. R. fourth (check)

26. K. to Q. second	26. B. to K. third (*g*)
27. P. to Q. R. fourth	27. R. to Q. square (*h*)
28. P. to Q. Kt. fourth	28. B. to K. B. third (*i*)
29. Q. to Q. B. fifth	29. Q. to K. square (*j*)
30. Kt. to Q. B. second	30. B. to K. Kt. fourth (check)
31. K. to K. square	31. B. to K. Kt. fifth
32. Kt. to K. third	32. B. takes Kt.
33. Q. takes B.	33. Q. to K. fourth
34. K. R. to K. B. square	34. P. to K. R. fourth
35. K. R. to K. B. fourth	35. P. to K. Kt. fourth
36. K. R. to K. B. second	36. P. to Q. fifth
37. P. takes P.	37. R. takes P.
38. Q. R. to Q. Kt. square	38. Q. to Q. fourth
39. K. R. to Q. second	39. R. to Q. sixth
40. R. takes R.	40. P. takes R.
41. R. to Q. Kt. second	41. B. to K. seventh
42. P. to K. Kt. third	42. Q. to K. R. eighth (check)
43. K. to Q. second	43. Q. to Q. fourth
44. P. to Q. R. fifth	44. B. to K. B. eighth
45. K. to Q. B. third	45. P. to Q. seventh
46. Q. to K. eighth (check)	46. K. to Kt. second
47. Q. to K. seventh (check)	47. K. to Kt. third
48. R. takes P.	

And wins.

Notes.

(*a*) Had he taken with the Bishop, White would evidently have won a Pawn by taking K. B. P. with Pawn, and then K. P. with Queen.

(*b*) The opening is not conducted by Herr Horwitz with much energy; indeed, throughout the game, we look in vain for indications of the daring and originality which characterised his play some fifteen years ago.

(*c*) Well played. From this point, with ordinary care and skill, Black, we think, must win.

(*d*) Good, but "P. to Q. fifth" would surely have been better. How, in fact, after that move, White could have saved the game, is beyond our comprehension. Let us suppose:—

	23. P. to Q. fifth
24. P. takes P.	

If he retreat the Kt., then follow "B. to K. R. fifth (check)," "B. to K. Kt. fifth," &c., with fatal effect.

	24. Q. to K. B. fifth (check)
25. K. moves	25. P. takes P.

and Black wins.

(*e*) *Cui bono?* Nothing, certainly, could be more tame and inefficient than such a move at a crisis of the game. It appears to us that by the obvious course of "B. to K. R. fifth," Mr. Pindar must have won by force; *e.g.*:—

	24. B. to K. R. fifth (check)
25. K. to K. second (best)	25. R. takes Q. R. P. (check)
26. Q. R. takes R.	26. Q. takes K. R.

(*f*) It would no longer have been politic to take the Q. R. P.; for suppose:—

	25. R. takes P. (check)
26. R. takes R.	26. Q. takes R.
27. R. to Q. R. eighth (check)	27. K. to B. second
28. R. to Q. R. seventh	

and wins.

(*g*) Correctly played.

(*h*) "P. to Q. B. fourth," followed by "P. to Q. fifth," would have given Black a fine, but perhaps untenable attack.

(*i*) Again, "P. to Q. B. fourth" looks very tempting.

(*j*) Black played thus, we presume, to save his Q. B. Pawn, but it was a grave miscalculation. He should have moved his Queen to K. Kt. fourth, threatening to win the Kt. by "P. to Q. fifth;" for suppose:—

	29. Q. to K. Kt. fourth
30. Q. takes Q. B. P. or (A)	30. B. takes Q. B. P. (check)

If White now remove his King to K. second, Black gives check with his Bishop at K. Kt. fifth, and mates in two or three moves; if he play his King to Q. B. second, White captures the Kt. and wins easily; and if he take the Bishop with King, White may take the Kt. with Queen (check), having a winning position, or play "P. to Q. fifth (check)," after which White cannot retrieve his game; or simply win the Queen by "R. to Q. B. square," after which, owing to the situation of the adverse Kt., he ought to score the game without much difficulty; therefore,

31. Q. takes K. B.	31. P. to Q. fifth
32. Q. to Q. R. third	32. P. takes Kt. (double check)

and White may as well resign.

(A)

30. K. to Q. B. second	30. P. to Q. fifth

He might even take the Q. B. P. with Bishop, and have much the better of the battle, but "P. to Q. fifth" is perhaps the surer line of play.

31. Q. takes Q. (best)	31. B. takes Q.
32. Kt. to Q. square (best)	32. P. to Q. sixth (check)
33. K. to Kt. second (best)	33. R. to K. B. square

and Black ought to conquer.—*Illustrated London News.*

Game in the Match between Messrs. THOROLD and WATKINSON.

GAME V.

Black. (Mr. THOROLD.)	*White.* (Mr. WATKINSON.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Q. Kt. P.
5. P. to Q. B. third	5. B. to Q. B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. Kt. to Q. B. third	9. B. to K. Kt. fifth

10. Q. to Q. R. fourth	10. B. takes Kt.
11. P. to Q. fifth	11. B. to K. Kt. fifth
12. P. takes Kt.	12. P. takes P.
13. Q. takes P. (check)	13. B. to Q. second
14. Q. to Q. fifth	14. B. to K. third
15. B. checks	15. K. to B. square
16. Q. to Q. third	16. P. to K. B. third
17. K. to R. square	17. Kt. to K. second
18. B. to Q. R. third	18. P. to K. R. third
19. P. to K. B. fourth	19. K. to Kt. square
20. P. to K. fifth	20. Kt. to K. B. fourth
21. B. to Q. B. fourth	21. B. takes B.
22. Q. takes B. (check)	22. K. to R. second
23. Kt. to Q. fifth	23. K. B. P. takes P.
24. P. takes P.	24. Q. to K. Kt. fourth
25. Q. to K. fourth	25. K. R. to K. B. square
26. P. to K. Kt. fourth	26. Q. R. to K. square
27. R. takes Kt.	27. R. takes R.
28. P. to K. sixth	28. Q. R. takes P.
29. Q. takes K. R. (check)	29. Q. takes Q.
30. P. takes Q.	30. R. to K. fourth
31. Kt. takes B.	31. R. P. takes Kt.
32. R. to Q. B. square	32. P. to Q. B. fourth
33. R. to Q. Kt. square	33. R. to K. sixth
34. B. to Q. B. square	34. R. to K. eighth (check)
35. K. to Kt. second	35. P. to Q. Kt. fourth
36. K. to B. second	36. R. to Q. eighth
37. K. to K. second	37. R. to K. R. eighth
38. P. to Q. R. third	38. R. takes P. (check)
39. K. to Q. square	39. R. to K. B. seventh
40. R. takes Q. Kt. P.	40. R. takes P.
41. P. to Q. R. fourth	41. P. to K. R. fourth
42. P. to Q. R. fifth	42. P. to K. R. fifth
43. P. to Q. R. sixth	43. R. to K. B. square
44. P. to Q. R. seventh	44. R. to Q. R. square
45. R. to Kt. seventh	45. P. to R. sixth
46. B. to B. fourth	46. K. to Kt. third
47. B. takes P.	47. R. to Q. square
48. R. to Q. Kt. eighth	48. R. takes B. (check)
49. K. to K. second	49. R. to Q. R. third
50. P. queens	50. R. takes Q.
51. R. takes R.	51. K. to B. fourth
52. R. to Q. R. fifth	52. P. to Kt. fourth
53. R. takes P. (check)	

And White resigns.

No. 153. Problem by J. J. WATTS, Esq.

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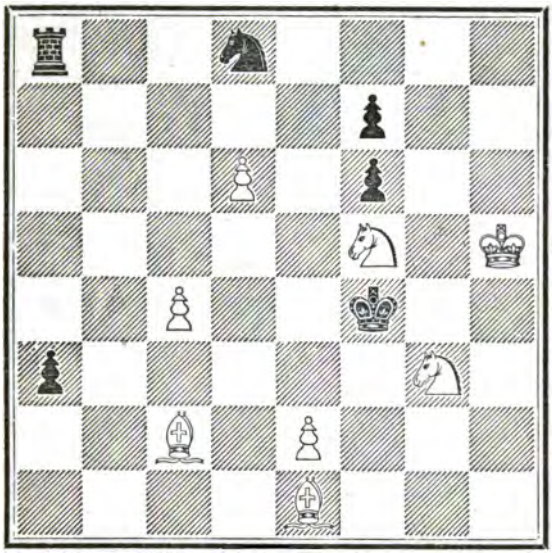
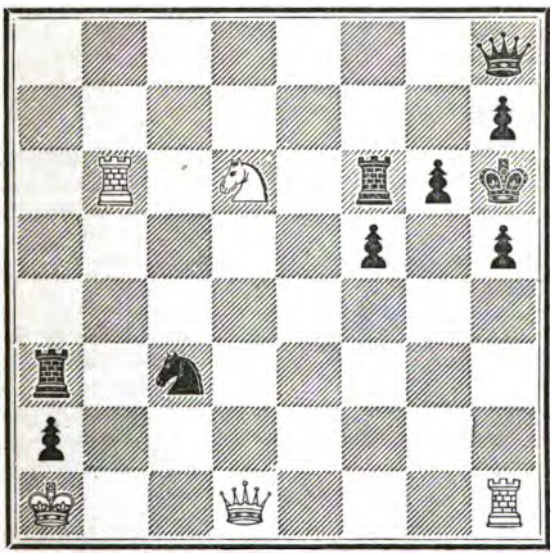


WHITE.

White to move, and mate in three moves.

No. 154. Problem by W. T. PIERCE, Esq.

BLACK.



WHITE.

White to move, and mate in four moves.

No. 155. Problem by S. A. HARRISON, Esq.

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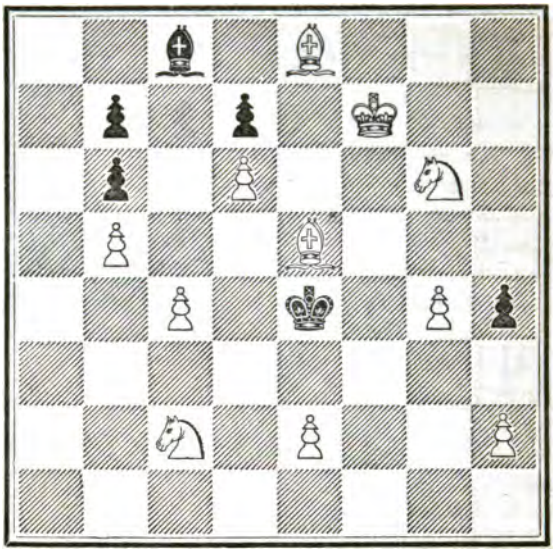

WHITE.

White to move, and mate in four moves.

No. 156. Problem by J. CAMPBELL, Esq.

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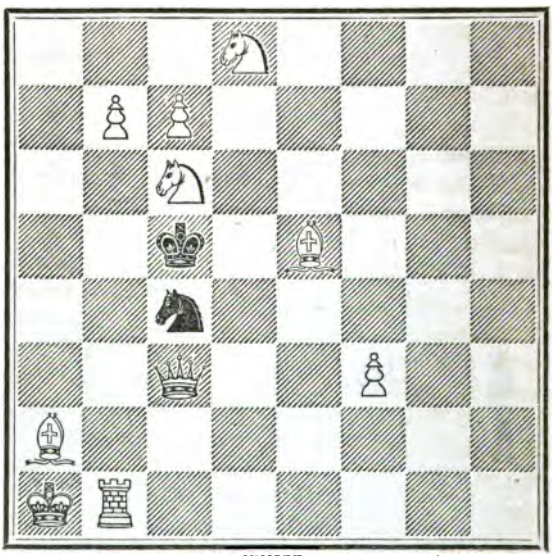


WHITE.

White compels Black to mate him in nine moves.

The following game played between Mr. PAUL MORPHY and Mr. DEVINCK was never published before. Mr. MORPHY gives the odds of Pawn and move.

(*Remove Black's King's Bishop's Pawn.*)

White. (Mr. DEVINCK.)	*Black.* (Mr. MORPHY.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P. (*a*)	3. P. takes P.
4. P. to Q. B. fourth	4. Kt. to K. B. third
5. Kt. to Q. B. third	5. B. to Q. Kt. fifth
6. B. to Q. third	6. Kt. to Q. B. third
7. P. to Q. R. third	7. B. takes Kt.
8. P. takes B.	8. Castles
9. Kt. to K. second	9. B. to K. third
10. P. takes P.	10. B. takes P.
11. Castles	11. Kt. to Q. R. fourth (*b*)
12. P. to K. R. third	12. P. to Q. R. third
13. Kt. to K. Kt. third	13. P. to K. Kt. third
14. B. to K. Kt. fifth	14. Q. to Q. second
15. Q. to Q. B. second	15. P. to Q. Kt. fourth
16. R. to Q. Kt. square	16. Kt. to Q. B. fifth
17. B. takes Q. Kt.	17. B. takes B.
18. K. R. to K. square	18. Q. R. to K. square
19. R. to K. fifth	19. R. takes R.
20. P. takes R.	20. Kt. to Q. fourth
21. R. to K. square	21. Q. to K. third
22. Q. to Q. second	22. R. to K. square
23. Q. to Q. fourth	23. K. to R. square
24. Kt. to K. fourth	24. K. to Kt. square
25. Kt. to B. sixth (check) (*c*)	25. Kt. takes Kt.
26. B. takes Kt.	26. B. to Q. fourth
27. Q. to K. R. fourth	27. P. to Q. R. fourth
28. Q. to K. R. sixth	28. Q. to K. B. second
29. R. to K. third	29. P. to Q. B. fourth
30. R. to K. Kt. third	30. B. to K. fifth
31. P. to K. R. fourth	31. R. to Q. Kt. square
32. P. to K. R. fifth	32. P. to Q. Kt. fifth
33. B. P. takes P.	33. B. P. takes P.

34. Q. R. P. takes P.	34. Q. R. P. takes P.
35. P. takes B.	35. B. takes double P.
36. Q. to Q. second	36. P. to Q. Kt. sixth
37. Q. to Q. Kt. second	37. Q. to Q. B. fifth
38. R. to Q. B. third	38. Q. takes R.
39. Q. takes Q.	39. P. to Q. Kt. seventh
40. Q. to Q. B. fourth (check)	40. B. to K. B. second
41. Q. to K. Kt. fourth (check)	41. B. to K. Kt. third
42. Q. to Q. B. fourth (check)	42. B. to B. second

And the game was given up as drawn.

Notes.

(*a*) The first player is evidently not well skilled in the Pawn and move opening, and does not take advantage of the second player's venturesome move. "Q. to K. R. fifth (check)" would have probably won a Pawn, as:—

White.	*Black.*
3. Q. to K. R. fifth (check)	3. P. to K. Kt. third
4. Q. to K. fifth	4. Kt. to K. B. third (best)
5. B. to K. Kt. third	5. B. to K. Kt. second
6. P. takes P.	6. Castles
7. P. takes P.	7. Kt. to Q. B. third
8. P. to K. seventh	8. Kt. takes K. P.
9. B. to Q. B. fourth (check)	9. K. to R. square
10. Kt. to K. second	

and White has won a Pawn without having compromised his position.

(*b*) A useful move in this position.

(*c*) This move makes the game, which would have been won with good play by the first player, a draw, the Bishops being of different colour.

This game has been also played in Paris, Herr HARRWITZ being Mr. DEVINCK's opponent, giving the same odds as Mr. MORPHY.

(*Remove Black's K.B.P.*)

White. (Mr. DEVINCK.)	*Black.* (Herr HARRWITZ.)
1. P. to K. fourth	1. Kt. to Q. B. third
2. P. to Q. fourth	2. P. to K. fourth
3. P. to Q. fifth	3. Q. Kt. to K. second
4. B. to K. Kt. fifth	4. P. to Q. third
5. P. to Q. B. fourth	5. P. to Q. R. third
6. Kt. to Q. B. third	6. Q. to Q. second
7. P. to K. R. third	7. Kt. to Kt. third
8. B. to Q. third	8. P. to K. R. third
9. Q. to R. fifth	9. Q. to B. second
10. B. to K. third	10. Kt. to B. third

11. Q. to K. second	11. B. to K. second
12. Kt. to B. third	12. Castles
13. Castles	13. B. to Q. second (*a*)
14. Kt. to R. second	14. Kt. to R. second
15. Kt. to Kt. fourth	15. B. to Kt. fourth
16. P. to K. B. third	16. P. to K. R. fourth
17. Kt. to B. second	17. Kt. to B. fifth
18. Q. to Q. second	18. Q. to Kt. third
19. B. takes Kt.	19. B. takes B.
20. Q. to B. second	20. Q. to Kt. sixth
21. K. R. to K. square	21. Kt. to Kt. fourth
22. K. to B. square	22. Kt. takes B. P.
23. P. takes Kt. (*b*)	23. Q. takes B. P.
24. R. to K. second	24. B. to K. sixth
25. K. to K. square	25. Q. B. takes P.
26. Q. Kt. to Q. square	26. Q. to R. eighth (check)
27. Kt. takes Q.	27. R. to K. B. eighth

Checkmate.

Notes.

(*a*) "Kt. to K. R. fourth" would have given Black an almost irresistible attack.

(*b*) "Kt. takes Kt." would equally have lost the game.

Games lately played at Vienna, between Herr HARRWITZ and the well-known Champion of the Austrian Metropolis, Herr HAMPE.

GAME I.

(*Sicilian Defence.*)

White. (Herr HAMPE.)	*Black.* (Herr HARRWITZ.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. P. to Q. fourth	2. P. takes P.
3. Q. takes P.	3. Kt. to Q. B. third
4. Q. to Q. square	4. Kt. to K. B. third
5. B. to Q. third	5. P. to K. third
6. P. to K. B. fourth (*a*)	6. B. to B. fourth
7. P. to K. fifth	7. Kt. to Q. fourth
8. Kt. to K. B. third	8. P. to B. fourth
9. Q. to K. second	9. Q. to Kt. third

10. P. to Q. B. third	10. P. to Q. R. fourth
11. P. to K. Kt. third	11. Castles
12. Q. Kt. to Q. second	12. P. to Q. R. fifth
13. Kt. to Q. B. fourth	13. Q. to Q. B. second
14. B. to K. third	14. Kt. takes B.
15. Kt. takes Kt.	15. Q. to Kt. third
16. Kt. to Q. B. fourth	16. Q. to R. second
17. P. to K. R. fourth	17. R. to Kt. square
18. P. to Q. R. third	18. Kt. to K. second
19. Kt. to Q. sixth	19. B. takes Kt.
20. P. takes P.	20. Kt. to Q. fourth
21. B. to B. fourth	21. Kt. to B. third
22. B. to Q. third	22. Q. to Kt. third
23. Castles (Q. R.)	23. Kt. to K. square
24. B. to Kt. fifth	24. R. to R. square
25. R. to Q. fourth (*b*)	25. Kt. takes P.
26. B. takes R. P.	26. Kt. to K. fifth
27. R. to Kt. square	27. P. to Q. fourth
28. R. to Kt. second	28. Q. to B. fourth
29. Q. to Kt. fifth	29. P. to Q. Kt. third
30. Q. to Q. third	30. B. to R. third
31. Q. to Q. square	31. B. to B. fifth
32. B. to B. second	32. R. takes P. (*c*)
33. B. takes Kt.	33. B. to Kt. sixth
34. Q. to Kt. square	34. K. P. takes B.
35. P. takes R.	35. Q. takes B. P. (check)
36. K. to Kt. square	36. P. takes Kt.
37. K. R. to Q. second	37. R. to B. square
38. R. to Q. Kt. second	38. P. to B. seventh

And wins.

Notes.

(*a*) A hazardous move, which ought not to be risked against a player of Herr Harrwitz's force.

(*b*) White had, at this part of the game, a marked superiority of position, which he would have improved by playing "Q. to K. fifth"; the move in the text was the cause of considerable embarrassment in the after moves.

(*c*) White, by losing time, has given his opponent an opportunity of not only getting out of his difficulties, but also of forcing his adversary's game by a brilliant combination.

GAME II.

Between the same Opponents.

(*French Opening.*)

White. (Herr HARRWITZ.)	*Black.* (Herr HAMPE.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. P. takes P.
4. B. to Q. third	4. Kt. to K. B. third
5. Kt. to K. B. third	5. B. to Q. third
6. Castles	6. Castles
7. P. to B. fourth	7. P. to B. third
8. Kt. to B. third	8. B. to B. second (*a*)
9. B. to Kt. fifth	9. B. to K. third
10. P. takes P.	10. B. takes Q. P.
11. Kt. to K. fifth	11. Q. to Q. third
12. B. takes Kt.	12. Q. takes B.
13. P. to B. fourth	13. Q. to Q. square
14. Q. to R. fifth	14. P. to K. R. third (*b*)
15. Q. to B. fifth	15. P. to K. Kt. third
16. Kt. takes Kt. P.	16. B. to K. third
17. Kt. to K. seventh (check) (*c*)	17. K. to Kt. second
18. Q. to R. seventh (check)	18. K. to B. third
19. Kt. to B. fifth	19. B. takes Kt.
20. Q. takes B. (check)	20. K. to K. second
21. Q. R. to K. square (check)	21. K. to Q. third
22. Q. to K. fifth (check)	22. K. to Q. second
23. B. to B. fifth	

Checkmate.

Notes.

(*a*) "P. takes P." instead, would have been preferable, as it leaves White an isolated Pawn.

(*b*) "P. to K. Kt. third" would have, at any rate, given Black a better chance of defence.

(*c*) This, and the six following moves, were admirably played by Herr Harrwitz.

Game played April the 11th between Mr. F. HEALEY and Mr. J. G. CAMPBELL.

(*The two Knight's defence.*)

Black. (Mr. HEALEY.)	*White.* (Mr. CAMPBELL.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to Q. B. fourth	3. K. Kt. to B. third
4. Q. Kt. to B. third (*a*)	4. B. to Q. B. fourth
5. P. to Q. third	5. P. to K. R. third (*b*)
6. P. to K. R. third	6. P. to Q. third
7. Castles	7. B. to K. third
8. B. to Q. Kt. third	8. Q. to Q. second
9. Kt. to K. R. second	9. Castles (Q. R.)
10. Kt. to Q. R. fourth	10. Kt. to K. R. second
11. B. to K. third	11. B. to Q. Kt. third
12. Kt. takes B. (check)	12. B. P. takes Kt.
13. P. to K. B. fourth	13. P. takes P.
14. B. takes P.	14. K. R. to K. B. square
15. Q. to Q. second	15. P. to Q. fourth
16. P. takes P.	16. B. takes P.
17. B. takes B.	17. Q. takes B.
18. K. to R. square	18. P. to K. Kt. fourth
19. B. to K. Kt. third	19. P. to K. B. fourth
20. P. to Q. Kt. fourth	20. Kt. to K. B. third
21. P. to Q. R. fourth	21. P. to K. B. fifth
22. B. to K. square	22. K. R. to K. square
23. Q. to Q. B. third	23. Q. to Q. fifth
24. P. to Q. Kt. fifth	24. Q. takes Q.
25. B. takes Q.	25. Kt. to Q. fifth
26. Kt. to K. B. third	26. Kt. takes Kt.
27. B. takes Kt.	27. R. to Q. third
28. R. takes Kt.	28. R. takes B.
29. P. to Q. R. fifth	29. P. takes P.
30. R. takes P.	30. R. to K. eighth (check)
31. K. to R. second	31. P. to K. R. fourth (*c*)
32. P. to Q. Kt. sixth	32. R. takes P.
33. R. takes K. Kt. P.	

And the game was given up as drawn.

Notes.

(*a*) The usual move is "Kt. to K. B. fifth" instead; but in our opinion "P. to Q. fourth" is the most attacking move. In an early number we shall give an analysis of this move.

(*b*) Loss of time, "P. to Q. third" ought to have been played, and if White should have pinned the Kt., then "P. to K. R. third."

(*c*) Rather weak, we should have preferred "R. to Q. B. eighth."

Game played March 31, 1861, between Herr KOLISCH and Mr. ZYTOGORSKI.

(*Evans' Gambit.*)

(*White.* (Herr KOLISCH.)	*Black.* (Mr. ZYTOGORSKI.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes P.
5. P. to Q. B. third	5. B. to Q. B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. P. to Q. fifth	9. Kt. to Q. R. fourth
10. P. to K. fifth	10. Kt. to K. second
11. P. takes P.	11. P. takes P.
12. Kt. to Q. B. third	12. Castles (*a*)
13. B. to Q. third	13. B. to K. B. fourth
14. B. to Q. Kt. second	14. B. takes B.
15. Q. takes B.	15. Q. R. to Q. B. square (*b*)
16. Kt. to K. fourth	16. Kt. to Q. B. fifth (*c*)
17. Kt. to K. B. sixth (check)	17. P. takes Kt.
18. B. takes P.	18. Q. to Q. second
19. Kt. to K. R. fourth (*d*)	19. Kt. to K. fourth
20. Q. to Q. second	20. B. to Q. square
21. Q. to K. R. sixth	21. Q. to Q. Kt. fifth
22. P. to K. R. third	22. Kt. to K. B. fourth
23. Kt. takes Kt.	23. Q. to K. Kt. third
24. B. to K. Kt. seventh	24. Kt. to B. sixth (check)
25. K. to R. square	25. Kt. to Q. seventh
26. B. takes R.	26. Kt. takes R.

27. R. takes Kt.	27. B. to K. B. third
28. Q. takes Q.	28. B. P. takes Q.
29. Kt. to K. seventh (check)	

And Black resigned.

Notes.

(*a*) "Kt. takes B." would have been far stronger, as it enabled Black to bring another piece, viz., the Q. B. into play.

(*b*) "Q. to Q. second" might have been preferable.

(*c*) The second player here evidently underrated the attack which White could obtain by sacrificing the Kt. which would have been easily prevented by playing "Kt. to K. Kt. third."

(*d*) This and the following moves were played by White with great skill, the sacrifice of the Kt. was quite sound, and although the second player conducted the defence with considerable ability, he could no more save the game.

Two Games in the match between Mr. P. H. MONTGOMERY, and Mr. T. LICHTENHEIN.

GAME I.

(*French opening.*)

White. (Mr. MONTGOMERY.)	*Black.* (Mr. LICHTENHEIN.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. B. to Q. third	3. P. to Q. B. fourth
4. P. to Q. B. third	4. Q. P. takes P.
5. B. takes P.	5. K. Kt. to B. third
6. B. to K. Kt. fifth	6. P. takes P.
7. Q. to B. third	7. B. to K. second (*a*)
8. B. takes Kt. P.	8. B. takes B.
9. Q. takes B.	9. Kt. to Q. second
10. P. takes P.	10. Q. R. to Kt. square
11. Q. takes R. P.	11. R. takes Kt. P.
12. Kt. to Q. second	12. Castles
13. K. Kt. to B. third	13. Q. to R. square
14. Q. takes Q.	14. R. takes Q.
15. P. to Q. R. fourth	15. Kt. to Kt. third
16. Castles (*b*)	16. P. to K. R. third
17. B. to K. third (*c*)	17. R. takes R. P.
18. Kt. to K. fifth	18. R. takes R.
19. R. takes R.	19. K. Kt. to Q. fourth

20. Q. Kt. to B. fourth	20. Kt. takes Kt.
21. Kt. takes Kt.	21. R. to B. seventh
22. R. to R. eighth (check)	22. K. to R. second
23. Kt. to K. fifth	23. P. to K. B. fourth
24. P. to K. Kt. third	24. P. to K. Kt. fourth
25. R. to R. seventh	25. K. to Kt. second
26. P. to K. R. fourth	26. K. to B. third
27. P. to R. fifth	27. P. to B. fifth
28. Kt. to Kt. fourth (check)	28. K. to B. second (*d*)
29. Kt. to K. fifth (check) (*e*)	29. K. to K. square
30. R. to R. eighth (check)	30. B. to Q. square
31. B. to Q. second (*f*)	31. Kt. to B. second
32. R. to Kt. eighth	32. R. takes B.
33. Kt. to B. sixth	33. K. to Q. second
34. Kt. takes B.	34. P. takes P.
35. P. takes P.	33. Kt. to Q. fourth (*g*)
36. Kt. to B. seventh	36. Kt. to K. sixth
37. Kt. takes R. P.	37. R. to Kt. seventh (check)
38. K. to R. square	38. R. takes Kt. P.
39. Kt. to Kt. eighth	39. Kt. to B. fourth
40. P. to R. sixth (*h*)	40. Kt. takes P.
41. Kt. takes Kt.	41. R. to R. sixth (check)
42. K. to Kt. second	42. R. takes Kt.
43. K. to B. third	43. R. to B. third (check)
44. K. to K. fourth	44. R. to B. fifth (check)
45. K. to K. fifth	45. R. to B. fourth (check)
46. K. to K. fourth	46. K. to K. second
47. R. to K. R. eighth	47. K. to B. second
48. R. to R. seventh (check)	48. K. to Kt. third
49. R. to K. seventh	49. K. to B. third
50. R. to K. eighth	50. P. to Kt. fifth
51. R. to Kt. eighth	51. R. to Kt. fourth
52. R. to B. eighth (check)	52. K. to K. second
53. R. to B. second	53. P. to Kt. sixth
54. R. to Kt. second	54. K. to Q. third
55. K. to B. fourth	55. R. to Kt. second
56. K. to K. fourth	56. R. to Kt. third
57. K. to K. third	57. K. to Q. fourth

58. K. to Q. third	58. R. to Kt. second
59. K. to K. third	59. R. to Q. R. second
60. K. to B. fourth	60. K. takes Q. P.

And wins.

Note.

(*a*) With this move Black commences a variation of the fourth game, giving up a Pawn which he ultimately regains with a better position.

(*b*) Had White attempted to maintain the Rook's Pawn by pushing it one square farther, he would have subjected himself to a severe attack, for Black would have replied with "B. to Q. Kt. fifth." Mr. Montgomery, after twenty-three minutes' consideration, wisely adopted the only safe move.

(*c*) Better than capturing the Knight.

(*d*) "K. to B. fourth" would have secured the piece for two Pawns, but White's advanced Rook's Pawn might have become troublesome.

(*e*) To have captured the Rook's Pawn would have cost a piece.

(*f*) This manœuvre to free the threatened Bishop is very ingenious.

(*g*) With a view of capturing the K. Kt. P. instead of Q. P., and keeping the adverse King out of play, by which White obtained a greatly superior position.

(*h*) Played under the miscalculation that if Black captured the Pawn, "K. to R. second" would have gained the exchange.

Game II.

Between the same Opponents.

(*Ruy Lopez Opening.*)

White. (Mr. Lichtenhein.)	*Black.* (Mr. Montgomery.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. Kt. fifth	3. P. to Q. R. third
4. B. to R. fourth	4. K. Kt. to B. third
5. P. to Q. fourth	5. Q. Kt. takes Q. P. (*a*)
6. K. Kt. takes Q. Kt. (*b*)	6. P. takes Kt.
7. P. to K. fifth	7. Kt. to K. fifth
8. Q. takes Q. P.	8. Kt. to Q. B. fourth
9. B. to K. third	9. Kt. takes B.
10. Q. takes Kt.	10. P. to Q. Kt. fourth (*c*)
11. Q. to K. fourth	11. Q. R. to Kt. square
12. Castles	12. B. to K. second
13. Q. to K. Kt. fourth	13. K. to B. square (*d*)
14. P. to K. B. fourth	14. P. to Q. fourth
15. P. to K. B. fifth (*e*)	15. P. to K. Kt. third

16. P. to K. sixth (*f*)	16. P. to K. R. fourth
17. Q. to Q. fourth	17. B. to K. B. third
18. Q. to Q. Kt. fourth (check)	18. K. to Kt. second
19. P. takes K. Kt. P.	19. P. to Q. R. fourth
20. Q. to K. B. fourth	20. P. takes K. P. (*g*)
21. B. to Q. fourth	21. R. to K. B. square
22. Q. Kt. to B. third	22. R. to Q. Kt. second
23. R. to K. B. third	23. K. takes P. (*h*)
24. K. to R. square	24. P. to Q. B. third
25. R. to K. Kt. third (check) (*i*)	25. K. to R. second
26. Q. to K. B. third	26. R. to K. Kt. second
27. Q. R. to K. B. square (*j*)	27. P. to K. fourth
28. B. takes K. P.	28. B. takes B.
29. Q. takes R.	29. Q. takes Q.
30. R. takes Q.	30. B. takes R.
31. R. takes B.	31. B. to Q. B. second
32. P. to K. Kt. third	32. R. to K. second
33. Kt. to K. second	33. P. to Q. B. fourth
34. Kt. to Q. B. third	34. R. to Q. second
35. Kt. takes Q. Kt. P.	35. B. to K. fourth
36. R. takes B. P.	36. B. takes Q. Kt. P.
37. R. to B. seventh (*k*)	37. R. takes R.
38. Kt. takes R.	38. P. to Q. fifth
39. K. to Kt. second	39. K. to Kt. third
40. K. to B. third	40. K. to B. fourth
41. Kt. to Kt. fifth	41. K. to K. fourth .
42. K. to K. second	42. K. to K. fifth
43. P. to K. R. third	43. B. to B. eighth
44. Kt. to Q. sixth (check)	44. K. to Q. fourth
45. Kt. to Kt. seventh (*l*)	45. P. to Q. R. fifth
46. K. to Q. third	46. B. to Kt. fourth
47. Kt. to R. fifth	47. B. to Q. square
48. Kt. to B. fourth	48. B. to B. second
49. P. to K. Kt. fourth	49. P. takes P.
50. P. takes P.	50. B. to Q. square
51. Kt. to Kt. second	51. P. to R. sixth
52. Kt. to B. fourth	52. B. to Q. second
53. Kt. to Q. second	53. K. to K. fourth

54. Kt. to K. fourth	54. B. to B. square
55. P. to Kt. fifth	55. B. to Kt. second
56. Kt. to Kt. third	56. B. to R. square
57. Kt. to K. second	57. K. to B. fourth
58. Kt. takes P. (check)	58. K. takes P.
59. Kt. to Kt. fifth	59. B. to Kt. seventh
60. K. to B. fourth	60. K. to B. fifth

And wins.

Notes.

(*a*) "P. takes P." is the only safe move, anything else gives White an immediate advantage.

(*b*) The proper reply.

(*c*) The consequences of Black's fifth move are already apparent in the cramped position of his game, on account of the difficulty of bringing out his King's Bishop. This move, however, only increases his troubles. "B. to K. second," and if White replied with "Q. to K. Kt. fourth," "P. to K. Kt. third" seems to be the only way to develope his game.

(*d*) It will be easily observed that Castling would have lost the exchange.

(*e*) The next four or five moves on both sides are all forced.

(*f*) The check of the Bishop would not have been good play, as it was important that the adverse King should remain on the Bishop's file.

(*g*) Better than "B. takes P."

(*h*) Compulsory. Black must either expose his King to this severe attack, or lose the exchange, for White threatens "Q. R. to K. B. square."

(*i*) The game, at this stage, having been adjourned, it was White's original intention to play "Q. R. to K. B. square" (forcing Black to reply with "Q. R. to B. second"), before he gave the check, with his Rook, a line of play which would have secured the battle after a few moves. This slip permitted Black to prolong the game for a considerable time.

(*j*) Better than "Q. takes P. (check)," but Black's very ingenious reply made it a little doubtful whether White would be able to score the game.

(*k*) After this, Black cannot save the game.

(*l*) This enables him to place his King at Q. third. The end game is played by White with skill and great accuracy.

Game between Mr. S. DUBOIS of Rome, and an Italian AMATEUR.

(*Philidor's Defence.*)

White. (Mr. DUBOIS.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. P. to Q. third
3. P. to Q. fourth	3. P. to K. B. fourth
4. Q. P. takes P.	4. B. P. takes P.
5. K. Kt. to Kt. fifth	5. P to Q. fourth
6. P. to K. sixth	6. K. Kt. to R. third

7. Q. to K. R. fifth (check)	7. P. to K. Kt. third
8. Q. to R. third	8. Q. to K. B. third
9. P. to Q. B. fourth	9. K. B. to Kt. fifth (check)
10. Q. Kt. to B. third	10. K. R. to B. square
11. Q. B. to Q. second	11. Q. takes B. P. (check)
12. K. to Q. square	12. K. Kt. to B. fourth
13. P. takes P.	13. P. to K. sixth
14. Q. Kt. to K. fourth	14. P. to K. seventh (check)
15. B. takes P.	15. Q. to Q. fifth
16. Q. to Q. third	16. B. takes B.
17. Q. Kt. takes B.	17. K. Kt. to K. sixth (check)
18. K. to B. square	18. K. Kt. takes Q. P.
19. B. to B. third	19. K. Kt. to Kt. fifth
20. P. to K. seventh	20. R. to B. third
21. Q. to K. Kt. eighth (check)	21. K. takes P.
22. R. to K. square (check)	22. K. to Q. third
23. Q. Kt. to B. fourth (check)	23. K. to B. fourth
24. R. to K. fifth (check)	

And White wins.

SOLUTIONS TO PROBLEMS.

No. 145. *Page* 111.

White.	*Black.*
1. B. to Q. square	1. K. moves
2. Q. to K. B. second	
3. Q. to Q. B. fifth, mate	

No. 146. *Page* 111.

White.	*Black.*
1. K. to R. eighth	
2. R. to K. seventh (check)	
3. Q. to K. B. seventh (check)	
4. B. takes R. P.	

Compelling Black to take with Rook, mates.

No. 147. *Page* 112.

White.	*Black.*
1. B. to Kt. third	1. P. moves
2. Kt. to B. fourth	2. K. to Q. fourth (best)
3. Kt. to Q. sixth (dis. check)	3. K. to K. fourth (or A)
4. B. takes P., mates next move.	
(A).	
	3. K. to B. fourth
4. Kt. to Kt. seventh (check) Kt. mates	4. K. moves

No. 148. *Page* 112.

This position, as played, resulted in a drawn game; Black checked with Kt.,

Rook took Kt., and Queen took Rook, after which White gave perpetual check; the following is the solution of the proposed alteration:—

White.	*Black.*
1. Kt. to K. sixth (check)	1. K. to Kt. square (best)
2. Kt. to Kt. fifth (dis. check)	2. K. to R. square
3. Kt. to B. seventh (check)	3. K. moves
4. Kt. to R. sixth (double check)	4. K. to R. square
5. Q. to Kt. eighth (check)	5. R. takes Q.
6. Kt. mates	

No. 149. *Page* 127.

White.	*Black.*
1. R. to K. sixth	1. B. takes R. or (A)
2. Kt. to Q. third (check)	2. Kt. takes Kt.
3. B. mates	
(A).	
	1. Kt. takes R.
2. B. takes B.	2. Anything
3. R. or Kt. mates	

No. 150. *Page* 127.

White.	*Black.*
1. Kt. takes B.	1. K. takes Kt.
2. Q. to K. R. eighth	2. K. moves
3. Q. mates	

No. 151. *Page* 128.

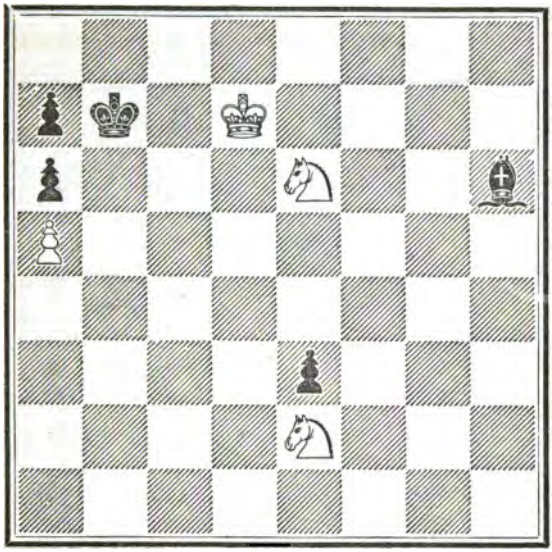
White.	*Black.*
1. P. to B. fourth (check)	1. K. to K. fifth (or A)
2. Kt. takes Q. P.	2. Any move.
mates next move.	
(A).	
1. P. to B. fourth (check)	1. P. takes P. (*en passant*)
2. B. to K. R. fifth	2. Anything
3. B. mates	

No. 152. *Page* 129.

White.	*Black.*
1. Kt. to Q. sixth	1. R. takes Q. (or A B)
2. R. to K. third (double check)	2. K. moves
3. Kt. to Kt. fifth (check)	3. K. moves
4. R. to Q. B. third (double ch.)	
and mates.	
(A).	
	1. Kt. takes Kt.
2. R. to K. third (double check)	2. K. moves
3. Q. to Q. B. fifth (check)	3. K. takes Q.
4. R. to Q. B. third (double ch.)	
and mates.	
(B).	
	1. Q. to K. B. fourth
2. R. to Q. fourth (check)	2. K. moves
3. R. takes B.	
and mates next move.	

No. 157. Chess Study by Herr HORWITZ.

BLACK.



WHITE.

White to move and win.

No. 158. Chess Study by KLING and HORWITZ.

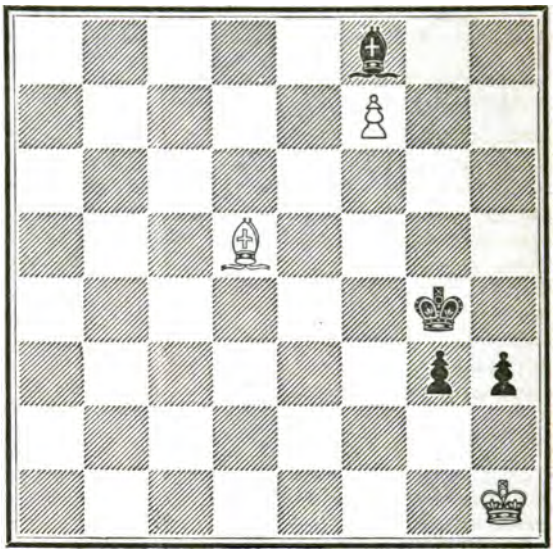
BLACK.

WHITE.

White, even with the move, must lose.

No. 159. Problem by Herr KLING.

BLACK.

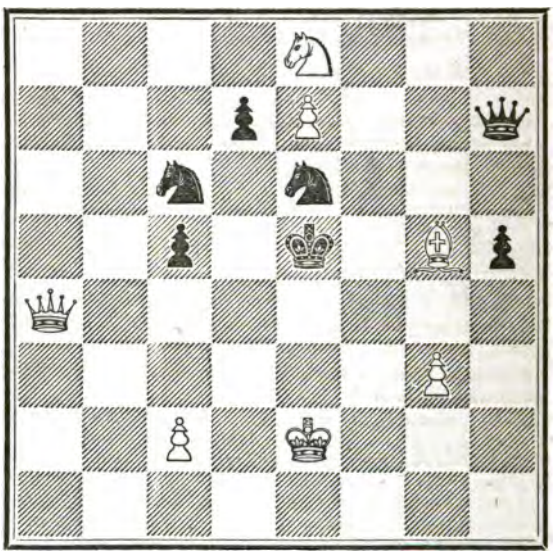


WHITE.

White to move, and draw.

No. 160. Problem by F. HEALEY, Esq.

BLACK



WHITE.

White to move, and mate in five moves.

HORÆ MATUTINÆ.

Scene—PURSSELL'S COFFEE ROOM, CORNHILL.

(Time, noon.)

THE DOCTOR (*enters, looks about, and soliloquises*). Curious long room this—ceiling low—not very pleasant in hot weather—only two persons playing at dominoes at the other end—wonder why PROFESSOR LONG gave me an appointment here—could he not find a more convenient place in this large city of ours? He is behind time too, it is past twelve, and he said twelve precisely. I will sit down and read in the meantime. Ah, here is the *Field*—let us see what it says about the *Era's* last attack.

THE DOCTOR *sits down and reads, the room in the meantime is rapidly filling, most of the persons entering are foreign merchants and brokers, the majority of them, however, are followers of the mosaic law.*

Enter PROFESSOR LONG.

He approaches the DOCTOR, *and looks for some time in silent admiration upon the* DOCTOR'S *countenance, which takes different expressions in turn, at last he puts his hand upon his shoulder.*

PROFESSOR LONG. Well, Doctor, I never saw a man more absorbed in the study of a newspaper, I wonder what interesting subject you have got hold of. Excuse me for being behind my time, but I have been stopped near the Bank by an acquaintance of mine, Mr. ROBEY, from Sidney, he has been for some time in town, and is an emulous disciple of Caissa, he has greatly improved since he came to London, he plays now with the first raters on even terms, and though not always successful, he has had the best of it with many of them. With practice he may become a star. By the bye, I went yesterday to RIES's, and there PINDAR from Manchester, was pointed out to me as a rising celebrity.

THE DOCTOR. Rising celebrity, yes, yes, it was about him I was reading when you entered the room; you know, I suppose, all about his match with HORWITZ.

THE PROFESSOR. Only what I read about it in the *Chess Chronicle*, I saw there one of his games.

THE DOCTOR. I will tell you then. In the Manchester tournament, he met first with STANLEY, of American celebrity, as an antagonist, whom he beat; he met afterwards with HORWITZ, whom he also beat. Elated with his triumphs as it seems, he offered to play with STANLEY an even match, or to give him even Pawn and move if the latter chose. (Mind I only speak from hearsay.) Whereupon the *Era* commented and the *Field* again retorted. But I had better read you the first article in the *Field* which occasioned the whole controversy. Here, waiter, can you let me have the *Field* of May 4th?

. Waiter brings the Field.

THE DOCTOR. (*Reads:—*)

"CHALLENGE FROM MR. PINDAR TO MR. STANLEY.

"The proceedings of the Manchester Club promise to maintain a considerable interest in the Chess-playing world. We have an offer on the part of Mr. PINDAR to play a match, either even or giving the odds of Pawn and move, with Mr. STANLEY. We do not know what circumstances have given rise to this challenge, and print it simply as sent to us, and to Mr. WOOD, of the managing committee of the Manchester Chess Club.

"Dear Sir,—You will greatly oblige me by submitting the following proposal to the consideration of the committee, and exerting your influence in favour of its adoption.

"I offer to play a match with Mr. STANLEY, on even terms, if agreeable to that gentleman: if not, then giving him the odds of Pawn and move.

"The player who first scores five games to be the winner.

"Not less than one game to be played during each week from the commencement of the match.

"To avoid delay, as far as circumstances allow, I propose that there should be daily sittings during the latter part of Whit-week, if such an arrangement suits Mr. STANLEY's convenience.

"In case of non-attendance on the part of one of the players at the hour appointed for meeting, the penalty to be the addition of one game to his opponent's score.

"In the event of Mr. STANLEY being the loser, I would hold myself in readiness to play him a return match immediately after the conclusion of the first, but without odds.

"I would stake £5. on the result of such a match, and if the smallness of the amount is objected to, I rely on the well-known spirit of the Manchester Club for making up the deficiency.

"Hoping that you will be able to send me a definite answer within a few days,—I remain, &c. E. PINDAR.

"To Mr. J. G. WOOD, *April* 29."

This was answered in the *Era* of May 12th. Here, waiter, can you let me have the *Era* of May 12th?

WAITER. Yes Sir (*brings the Era*).

THE DOCTOR. (*Reads the article in the Era:—*)

"MR. PINDAR'S CHALLENGE.

"A contemporary has published a letter, in which Mr. PINDAR, one of the leading members of the Manchester Chess Club, offers to play a match at Chess with Mr. STANLEY. We feel bound to state that the issue of the challenge in our contemporary's columns was absolutely the first intimation of Mr. PINDAR's wish to play the match in ques-

tion, received either by Mr. STANLEY, or by the Committee which presides so ably over the affairs of our most eminent provincial Society. It is greatly to be deplored that a gentleman of high standing in the Chess circle, such as Mr. PINDAR undoubtedly is, should have displayed so signal a want of courtesy to a veteran of established European and Trans-Atlantic reputation, and what is still worse, have provoked amongst the badly informed, a distrust in the proceedings of his own Club. We may add, that at a meeting of the Committee of the Manchester Chess Club, held on the 6th inst., it was resolved 'that Mr. PINDAR'S conduct is to be regretted.' One word of caution must also be given to our contemporary. Speaking of Herr HORWITZ'S recent play with Mr. PINDAR, he remarks that the German master has not much fallen off in his play. Indeed! What then does he make of the matches lost *only by the odd game*, to one of the best European Chess players, Herr HARRWITZ. The fact is that, both through increasing age and want of good practice, Herr HORWITZ is nothing like himself. If Mr. PINDAR is ambitious, and his ambition is highly laudable, let him seek an encounter with young and vigorous players, rather than with veterans who have seen their best day."

Now what do you think of that?

THE PROFESSOR. I wonder what the *Field* answered.

THE DOCTOR. This is what he answered. (*He reads*:—)

"Certain observations on Mr. PINDAR'S challenge, which have appeared in a contemporary, appear to us, in justice to Mr. PINDAR and to our columns, to require a few words of answer. The paper in question states, in the first place, that 'the issue of the challenge in our columns was absolutely the first intimation of Mr. PINDAR'S wish to play the match in question, received either by Mr. STANLEY or by the committee which so ably presides over the affairs of our most eminent provincial society.' On this point the writer is one of those whom he terms 'the badly informed,' for such was not the case. Not only did Mr. PINDAR show the challenge to two members of the committee (Mr. J. G. WOOD and Mr. BIRCH) a whole week before the meeting, but he told Mr. STANLEY on the Wednesday or Thursday following the delivery of the challenge to Mr. WOOD, that he had put the matter into the hands of the committee. Moreover, when Mr. PINDAR handed the challenge to Mr. WOOD, the latter gentleman stated that he had that very morning asked Mr. STANLEY whether he would object to play a match with Mr. PINDAR. In the second place the author of the paragraph writes, that at a meeting of the committee of the Manchester Chess Club, 'it was resolved that Mr. PINDAR'S conduct is to be regretted.' Now, before writing anything so annoying to Mr. PINDAR as this, our contemporary ought surely to have ascertained what resolution really was passed. It was as follows:—'That it is

inexpedient for the committee to take any cognisance of this communication, and that they regret it should have appeared in the *Field* before the meeting of the committee.' What the committee regretted was not owing to *any* conduct on Mr. PINDAR's part, but, as we have above explained, solely to a mistake on our own. The writer, proceeds in the next place, to comment on the opinions which we expressed of Herr HORWITZ's play. Now we believe ourselves as well qualified as our critic to form an opinion on this matter, and as our remarks on this point were stated, *merely as expressions of individual opinion*, we question his right to attack them at all. Herr HORWITZ's genius and mastery, show themselves now, and ever have shown themselves, only on other occasions than those of match play. With the candour and generosity which distinguish his genial nature, he has always said that he is disqualified for the toil of match-playing; and we could point to games in matches, contested a dozen or fifteen years ago by him, lost by play more palpably unsteady than any which occurred in his recent round with Mr. PINDAR. Our contemporary then asks, in a manner more uncourteous than is his wont, or than perhaps he intended it to be, 'What does he make of the matches, *lost only by the odd game*, to one of the best European Chess-players, Herr HARRWITZ?' We will tell him what we make of them—it is this, that if Mr. PINDAR had played those matches, and had been able to play as well as he did in the latter games of his recently-concluded match, *he* would not have lost them at all. Our contemporary forgets that when Herr HARRWITZ won those matches, he was comparatively a young player, and was beaten at that very time, at the odds of the Pawn and two moves, by the English champion. Subsequent years of practice and experience did, no doubt, render Herr HARRWITZ one of the first European Chess-powers, but let us have no confusion of times and circumstances.

"Finally, the writer concludes with an admonition to Mr. PINDAR to 'seek an encounter with young and vigorous players rather than with veterans who have seen their best days.' The injustice of such an inuendo might have been sufficiently obvious to prevent its appearance. Did not Mr. PINDAR evince the utmost readiness to play with Herr KOLISCH—a master of the game calculated, perhaps, more than any other to task *all* the powers of his adversary? And when has Mr. PINDAR shirked putting his play to the strongest tests within his reach?"

THE PROFESSOR. He must be a strong player, that PINDAR, if he thinks he has a chance by giving STANLEY the Pawn and move, look what a good fight STANLEY made with KOLISCH at Cambridge in the two first games.

THE DOCTOR. He is a good player, he has had the best of it with several of the Metropolitan players, during his stay in London, and

even with FALKBEER the first day he had the best of it, and the second day they made even games. Although I believe FALKBEER is very much out of play. PINDAR, of Manchester, and GOOCHER, of Ipswich, are decidedly the two strongest country players; a match between them would be very interesting. But as to our appointment here, you promised to introduce me to the London Club. Is it far from here?

THE PROFESSOR. Not very, considering it is only a floor higher, and that is why I gave you an appointment here.

THE DOCTOR. Then let us go.

(*Both exeunt*).

CHESS ASSOCIATION.

CONGRESS AT BRISTOL, IN SEPTEMBER, 1861.

President.—The Right Hon. LORD LYTTELTON.
Vice-Presidents.—The Right Hon. LORD CREMORNE; Sir JOHN BLUNDEN, Bart.
Chairman of the Committee of Management.—Captain H. A. KENNEDY.
Managing Director.—J. LÖWENTHAL, Esq.
Treasurer.—THOMAS J. HAMPTON, Esq.
Hon. Secretary.—A. HOLLOWAY, Esq.
Secretary to the London Committee.—A. G. PULLER, Esq.

Standing Committee.—Lord Arthur Hay; Marmaduke Wyvill, Esq., M.P.; The Hon. H. Coke; The Most Rev. Dr. English; Colonel W. Ledlie; The Rev. H. C. Brice; The Rev. A. C. Rowley; The Rev. John Owen; Captain Butler; Captain John Hamilton; T. H. Worrall, Esq.; H. G. Bell, Esq., Sheriff Substitute of Lanarkshire and President of the Glasgow Chess Club; A. Mongredien, Esq., President of the London Chess Club; Thomas Avery, Esq., President of the Birmingham Chess Club; Hans Hasche, Esq., President of the Manchester Chess Club; J. S. Kipping, Jun., Esq., Hon. Sec. of the Manchester Chess Club; James Duncan, Esq., President of the Southampton Chess Club; Morton Sparke, Esq., Hon. Sec. of the Liverpool Chess Club; T. W. Barnes, Esq.

Committee of Management.—The President; the Vice-Presidents; and all Members of the Standing Committee; Captain H. A. Kennedy (*Chairman*); J. Löwenthal, Esq. (*Director*); George Walker, Esq.; S. S. Boden, Esq.; J. Withers, Esq.; W. Thompson, Esq.; G. Phillips, Esq.; H. T. Young, Esq.; — Berry, Esq.; H. Vines, Esq.; D. Vines, Esq.; — Pigott, Esq.; — Langley, Esq.; — Fedden, Esq.

Co-operative Committees.—St. James's Chess Club: M. de Sabouroff; Ch. Barthés, Esq.; B. B. Wormald, Esq.; A. Sich, Esq.; A. G. Howard, Esq.; James Wilson, Esq. (*Corresponding Secretary.*) Newcastle-upon-Tyne Chess Club: Silas Angas, Esq.; P. T. Duffy, Esq. Huddersfield Chess Club: John Watkinson, Esq.

ST. JAMES'S CHESS CLUB, ST. JAMES HALL, LONDON,
April, 1861.

SIR,—I have the honour to submit to you the following Programme of the forthcoming Meeting of the Chess Association, to be held at Bristol. The Committee express a hope that the friends of Chess will afford them a liberal

support, and enable them to carry out the whole design in its integrity as here drawn up. They desire particularly to remind the Subscribers that the subscription of 5*s.* is by no means adequate to defray the expenses of their meetings, and that, therefore, they will have to look for donations of a larger amount from the friends and patrons of Chess throughout the country. If, therefore, clubs and individual members could be induced to subscribe one guinea each, a very important service would be rendered to the Association and to the cause of Chess.

To carry this undertaking to a successful and satisfactory issue, a considerable fund will be required; and as the arrangements must, in a great measure, depend upon the funds placed at the disposal of the Committee, they will feel greatly obliged by Secretaries of Clubs, Members and Amateurs, giving them early information as to the amount of their subscriptions.

All amounts should be remitted without delay to THOMAS J. HAMPTON, Esq., *Treasurer*, St. George's Chess Club, 20, King-street, St. James's, London. All other communications than those containing remittances should be addressed to J. LÖWENTHAL, Esq., *Managing Director*, St. James's Chess Club, St. James's Hall, London.

I may add, that no Meeting of the CHESS ASSOCIATION has ever been inaugurated under more favourable auspices than the present. As Managing Director I have received from various parts of the country promises of the heartiest co-operation and support. Herr KOLISCH, Messrs. BODEN, WALKER, STANLEY, and HORWITZ, and many of the most distinguished amateur players in this country, have promised to be present. Invitations will also be sent to some of the ablest foreign players, including the eminent American player, Mr. PAULSEN (so widely celebrated for his wonderful skill in blindfold Chess), who is now on the Continent, and whose presence on the occasion, the Committee will do everything in their power to secure.

I am, Sir, your most obedient servant,

J. LÖWENTHAL, *Managing Director*.

THE ANNUAL MEETING OF THE CHESS ASSOCIATION will be held at Bristol on the days of Tuesday, Wednesday, Thursday, Friday and Saturday, the 10th, 11th, 12th, 13th and 14th of September, 1861. The proceedings will commence at 10 o'clock on Tuesday, the 10th of September, with a Meeting of the Subscribers, for the purpose of finally arranging the Handicap Tournaments, pairing the competitors, &c.

Immediately on the termination of this Meeting will commence

THE GRAND TOURNAMENT FOR TWO PRIZES,

Consisting of a contest by either eight or sixteen Players of all countries. It will be decided in the following manner:—The Players to be paired off by lot, and each round to be decided by the first game won. The Winners to be again paired off by lot, and to contend in the second round, and so on, until but two Winners are left, who will have to play a match, in which the gentleman who scores three games will win the first prize, the second being obtained by his opponent. [The value of the Prizes will depend on the amount at the disposal of the Managing Committee.]

NOTE.—In the first rounds the losers will be thrown out, and will have to retire from the contest altogether.

N.B.—The limit of one game in each round has been dictated by the desire of the Committee of Management to have all the Matches played out during the meeting. The time at the disposal of the Committee renders it necessary to have the rounds decided by the first game won.

A MINOR TOURNAMENT FOR TWO PRIZES

Will be arranged, to comprise such Players as may choose to enter the lists. This contest will be confined to British Players, and will be played upon the Handicap principle. The odds to be given will be decided by the Committee of Management, and the mode of play will be the same as in the Grand Tournament.

MATCH BETWEEN BRITISH AND FOREIGN PLAYERS.

In order to obtain a series of fine games by acknowledged English and Foreign Masters, the Committee hope to be able to arrange at least one contest, and to offer a prize to the winner.

MATCHES BETWEEN VARIOUS CHESS CLUBS.

The matches between Clubs will be contested by a limited number of Players on each side, and will consist of games played either single-handed or in consultation. In the latter case it is recommended, for the purpose of saving time, that the allied players on each side shall not exceed two in number. The Prizes will consist of handsome Ivory Chess Men; the Association, in each instance, contributing one-half of the cost, and the contending Club the other moiety. Clubs intending to take part in these matches are requested to communicate with the Managing Director as early as possible.

A GRAND PROBLEM TOURNAMENT.

The numerous admirers of Problems will perceive with pleasure that the Committee of Managment, desirous to gratify those who take a special interest in this branch of Chess, have been induced to offer Prizes for the best specimens of Chess strategy. Four Prizes will be given.

A MATCH BY TELEGRAPH,

To be played between four or five of the Members of the Metropolitan Clubs and an equal number of Members of the Association, who will be chosen for that purpose by the Committee of Management. The Committee hope to make such arrangements with the Telegraph Company as will enable them to carry out this interesting project.

A LECTURE ON CHESS AND CHESS PLAYERS

Will be delivered by Mr. LÖWENTHAL, on Thursday evening, at eight o'clock.

A GRAND CONSULTATION MATCH,

Between English and Foreign Players, is contemplated, if time should permit.

THE DINNER

Will take place on Friday, the 13th of September, at seven o'clock; the Right Hon. LORD LYTTELTON, President of the Association, in the Chair.

A GENERAL MEETING

For the transaction of important business relating to the Chess Association, will be held on Saturday, the 14th of September, at three o'clock, P.M.

THE BOOK OF THE CONGRESS.

The Committee will publish a Book of the Congress, edited and compiled by Mr. LÖWENTHAL. It will comprise: 1. The History of the British Chess Association. 2. Histories of the leading Metropolitan and Provincial Chess Clubs. 3. A complete Account of the Congress; and of all the Proceedings of its Meetings. 4. All the Games played during the Meeting; or such a selection from them as may appear to merit notice; illustrated by full and careful notes, theoretical and analytical. 5. In compliance with the wish of numerous

members, the Committee will embody in the book the Report of the late Meeting at Birmingham; together with all the Remarkable Games played on that occasion. 6. A selection from the Problems entered for the Problem Tournament 7. A List of general and special Subscribers to the Funds.

GENERAL FUND.

A Subscription of 5*s*., or upwards, constitutes the contributor a Member of the Association for the current year, and entitles him to admission to all the Proceedings of the Congress. Tickets of admission will be procurable at the doors, price 5*s*. each. Persons taking tickets are requested to give their names to the door-keeper, if they wish to become members.

RULES AND REGULATIONS.

1. The Matches, Tournaments, &c., are to be played in the Bristol Athenæum.
2. None but Subscribers to the General Fund will be admitted to the Rooms.
3. The hours of play will be from 9 A.M. until 12 P.M.
4. As the Committee of Management guarantee to every special Subscriber of One Guinea a correct and detailed Account of the Congress, all the Games played and all the Problems competing for prizes will be regarded as the property of the Committee, and no one will, therefore, be allowed to publish any of such Games or Problems without permission.
5. Every Player entering the lists in the Tournaments and Matches, must consider himself *ipso facto* bound by all the regulations issued by the Committee of Management.

RULES AND REGULATIONS TO BE OBSERVED BY COMPETITORS IN THE TOURNAMENTS.

1. The Tournaments shall be played in the Bristol Athenæum.
2. The names of Competitors must be sent to the Managing Director on or before the 1st of September next. Competitors for the Grand Tournament shall pay an entrance fee of ONE GUINEA, and those for the Minor Tournament HALF-A-GUINEA, on entering their names. Gentlemen who have previously paid a Subscription to either of those amounts will be exempt from payment of the entrance fee. If more than the requisite number of players enter their names, the Managing Committee shall have the right to select the persons who are to play.
3. The whole of the Players to be paired off by lot on Tuesday the 10th, at 11 A.M.; and any player who shall not then be in attendance shall be considered to have resigned his place, and the Committee shall have the power to nominate a Player in his stead.
4. The play to commence on Tuesday, the 10th of September, immediately after the pairing, and on the other days at 10 o'clock A.M., and terminate each day at 12 at night.
5. Any Player who shall not be prepared to engage within half an hour of the appointed time shall be considered to have relinquished the contest in favour of his antagonist, should the latter be disposed to enforce that penalty, provided of course that he has been at his post in time.
6. It being highly desirable to terminate the proceedings on the last day of the Meeting, the Competitors are earnestly requested not to lose time over their moves. In this matter the Committee reserve to themselves the right of interfering.
7. It shall be the duty of the Competitors in each Game, on its conclusion, to furnish the Managing Director with an exact record in writing of the whole of the moves played.

8. All disputes shall be referred to the Managing Committee, whose decision shall be final, and who reserve to themselves the power of making any additional regulations, either provisionally or during the continuance of the meeting.

THE RULES AND REGULATIONS TO BE OBSERVED IN CLUB MATCHES.

1. Each Match shall be conducted according to such regulations as the Clubs may agree upon, the amount of stakes to be settled before the play commences, and the agreement to be placed in the hands of the Managing Director.

RULES AND REGULATIONS OF THE MATCH BY TELEGRAPH,

Will depend upon the arrangements made with the Telegraph Company.

PROBLEM TOURNAMENT.

1. Four Prizes will be given by the Committee. Each Competitor will have the option of competing for all the four prizes, or for only one. In the former case, he will have to pay an entrance fee of 10*s.* 6*d.*, which must be forwarded, together with the Problems, on or before the 1st of September next. In the latter no fee will be required.

2. Each Competitor must send in at least six Problems. The Problems to Check Mate in three, four, and five moves.

3. No conditional Problems will be accepted; nor can Problems be admitted the solutions of which are a suicidal Check Mate. Contributions will be received from the present time until the 1st of September next, after which it must be distinctly understood that no Competitor can be allowed to enter. No Problem will be allowed to compete which has been previously published, or which is not original.

4. The Tournament will be open to Foreign Composers as well as British. A Committee of Examination will be appointed at the Meeting.

5. All Problems must be sent in duplicate; one set signed with the name of its author, and sealed in an envelope, to be opened only by the Committee after their adjudication. The other set must not have the signature of their Composer, but each Problem must be marked on both sets with some corresponding sign or motto, so that their identity and that of their author may be traced.

MEETING OF THE COMMITTEE OF THE CHESS ASSOCIATION.

A Meeting of the Committee of the CHESS ASSOCIATION was held at the St. George's Chess Club, on Wednesday, the 10th of April. The following Noblemen and Gentlemen were present:—The Right Hon. LORD CREMORNE (in the Chair), LORD ARTHUR HAY, Capt. H. A. KENNEDY, Capt. JOHN HAMILTON, Messrs. T. HAMPTON, H. J. YOUNG, A. G. PULLER (Secretary of the London Committee), and Mr. LÖWENTHAL (the Mananaging Director). Certain suggestions with reference to the Meeting of the Association, submitted by Mr. LÖWENTHAL, were put in the form of resolutions by LORD ARTHUR HAY, seconded by Capt. H. A. KENNEDY, and carried unanimously.

The following are the

RESOLUTIONS.

1. That Sir JOHN TRELAWNY, Bart., M.P.; M. WYVILL, Esq., M.P.; and the Rev. W. WAYTE, be solicited to allow their names to be placed on the Committee.

2. That the Managing Director be requested to call in the Subscriptions from all the Members, and that they be paid to Mr. HAMPTON, the Treasurer, at the St. George's Chess Club, 20, King-street, St. James's, London.

3. That in order to promote the objects sought by the Meeting of the Chess

Association, to be held at Bristol in September next, the Managing Director be authorised to communicate with all the Chess Clubs in the United Kingdom, in order to secure their co-operation; and that the Officers of the various Clubs be requested to form Committees in aid of this object, and to appoint Corresponding Secretaries to communicate with the Director in London.

4. That the annual payment, in advance, of *Five Shillings* constitute any gentleman a Member of the Association.

5. That advice and suggestions from the Committees of co-operation, as well as from individual Members, should be submitted to the Managing Director of the Chess Association, directed to the ST. JAMES'S CHESS CLUB, St. James's Hall, London.

The Programme of the Meeting, as drawn up by Mr. LÖWENTHAL, was read and fully approved by the Committee.

WEST YORKSHIRE CHESS ASSOCIATION.

LEEDS MEETING, 1861.

JOHN RHODES, Esq.—*President.* R. CADMAN, Esq.—*Vice-President.*

The Committee have the pleasure to announce that the Sixth Annual Meeting of the West Yorkshire Chess Association will be held in the Grand Jury Room of the Town Hall, Leeds, on *Saturday, the 1st day of June*, 1861, when play will commence at 11 A.M., at which place and time, Members of this Association, and other Chess Players, not Members, are respectfully invited to attend.

Tickets for Members, 2*s.* 6*d.*, and for Non-Members, 3*s.* 6*d.* each, may be obtained by application to the Secretaries of the Bradford, Halifax, Huddersfield, Leeds, Wakefield, Sheffield, and Settle Clubs, and of the Secretary to the Association, at his Offices, No. 8, Park Row, Leeds, which will, besides the right of entree, include Refreshments, to be served at 6 P.M.

Usual arrangements will be made on the morning for the formation of Matches, and there will be one or more one-game Tourneys, the players paying a subscription of 2*s.* 6*d.* each. A sum, equal in amount to the subscriptions, will be added by the Leeds Club. A Match between the Chess Players of Yorkshire and Lancashire is in contemplation.

Herr Ignace Kolisch, who will be visiting in Yorkshire, is expected to attend.

An Annual Gathering of Chess Players, a Meeting for friendly Play, a dissemination of the knowledge of the noble game, too little known, were the principal purposes meditated on the formation of the Association; and the Committee hope that this year an earnest desire to forward its objects will be evidenced by a numerous attendance of Gentlemen, eager to show their skill, and to offer suggestions that may tend to make Chess, as it deserves to be, more widely known, and more of a National game.

BENJ. C. PULLAN, *Honorary Secretary.*

LEEDS CHESS CLUB,
May 14th, 1861.

THE TOURNAMENT IN MANCHESTER.

GAME II.

Queen's Knight's Opening.

Black. (Mr. PINDAR.)	*White.* (Herr HORWITZ.)
1. P. to K. fourth	1. P. to K. fourth
2. Q. Kt. to B. third	2. K. Kt. to B. third
3. P. to K. B. fourth	3. P. to Q. third
4. K. Kt. to B. third	4. Q. B. to K. Kt. fifth
5. P. to Q. fourth	5. P. takes Q. P.
6. Q. takes P.	6. Q. Kt. to B. third
7. B. to Q. Kt. fifth	7. B. to Q. second
8. B. takes Kt.	8. B. takes B.
9. Q. Kt. to Q. fifth	9. B. to K. second
10. Castles	10. Castles
11. P. to Q. B. fourth	11. P. to Q. Kt. third
12. P. to Q. R. fourth (*a*)	12. P. to Q. R. fourth
13. Q. R. to R. third	13. Q. to Q. second
14. Kt. takes B. (check)	14. Q. takes Kt.
15. P. to K. fifth	15. P. takes P.
16. Kt. takes P.	16. B. to Kt. second
17. Q. R. to K. R. third	17. Q. R. to Q. square
18. Q. to Q. B. third	18. Kt. to K. fifth
19. Q. to Q. B. second	19. P. to K. B. fourth
20. B. to K. third	20. Kt. to Kt. fourth
21. R. to K. Kt. third	21. B. to K. fifth
22. Q. to K. B. second (*b*)	22. Kt. to K. third
23. P. to K. R. fourth	23. P. to K. Kt. third
24. P. to R. fifth	24. P. to K. Kt. fourth
25. Q. to K. second (*c*)	25. P. to Kt. fifth
26. Kt. takes P. (*d*)	26. P. takes Kt.
27. Q. takes P. (check)	27. K. to R. square
28. P. to K. B. fifth	28. Kt. to Q. B. fourth
29. B. to K. Kt. fifth	29. Q. to Q. second
30. B. takes R.	30. R. takes B.
31. Q. to K. B. fourth	31. Q. to Q. fifth (check)
32. K. to R. second	32. Q. to Q. third
33. P. to K. B. sixth (*e*)	33. Q. takes Q.
34. R. takes Q.	34. R. to K. B. square
35. R. to K. Kt. seventh	35. R. takes P.
36. R. from B. fourth to Kt. fourth	36. R. to B. square
37. R. takes Q. B. P.	37. B. to Q. B. seventh
38. R. to Q. B. sixth	38. Kt. takes R. P.
39. R. to K. Kt. third	39. R. to Q. Kt. square

40. P. to Q. Kt. third	40. Kt. to B. fourth
41. R. to Q. B. third	41. Kt. takes P.
42. P. to Q. B. fifth	42. P. takes P.
43. R. takes B.	43. Kt. to Q. fifth
44. R. takes P.	44. Kt. takes R.
45. R. takes Kt.	45. P. to R. fifth

And the game was drawn.

Notes.

(*a*) For the purpose of bringing Q. R. into immediate play. In so doing, however, Black's Pawns on Queen's side of the board are much weakened.

(*b*) We are inclined to think that "Q. to K. second" would be somewhat preferable.

(*c*) Corroborative of our ideas as expressed in note (*b*).

(*d*) It will be observed that, independently of the attack thus acquired, Black obtains full market value for the piece now sacrificed, as besides the two Pawns at once captured, the exchange of R. for B. will follow as a matter of necessity.

(*e*) "R. to Q. square" has a captivating appearance, as should White then take either Queen or Rook he would be checkmated *instanter*. In place of either of these moves, however, he could play "B. to Q. sixth" with a comparatively good game.

GAME III.

Between the same opponents.

(*French Opening.*)

White. (Herr HORWITZ.)	*Black.* (Mr. PINDAR.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. Kt. third	2. P. to Q. fourth
3. P. to K. fifth	3. P. to Q. B. fourth
4. P. to K. B. fourth	4. Kt. to Q. B. third
5. Kt. to K. B. third	5. Kt. to K. R. third
6. P. to Q. B. third	6. Q. to Kt. third
7. Kt. to Q. R. third	7. P. to K. B. third
8. B. to Q. Kt. fifth	8. B. to K. second
9. B. to Q. Kt. second	9. Castles
10. B. takes Kt.	10. Q. takes B.
11. Castles	11. B. to Q. second
12. P. to Q. fourth	12. B. to K. square
13. Kt. to Q. B. second	13. B. to K. R. fourth
14. B. to Q. R. third	14. B. takes Kt.
15. R. takes B.	15. K. B. P. takes P.
16. Q. P. takes K. P.	16. Kt. to K. B. fourth
17. P. to K. Kt. third	17. Q. R. to Q. square
18. Q. to K. second	18. P. to Q. Kt. fourth
19. Q. R. to K. B. square	19. P. to Q. Kt. fifth

20. P. takes P.	20. P. takes P.
21. B. to Q. Kt. second	21. R. to Q. B. square
22. R. to Q. B. square	22. Q. to Q. Kt. third (check)
23. K. to R. square	23. R. to Q. B. second
24. Q. to Q. third	24. K. R. to Q. B. square
25. P. to K. Kt. fourth	25. Kt. to K. R. fifth
26. K. R. to K. B. square	26. P. to Q. fifth
27. R. to K. B. second	27. R. to Q. B. sixth
28. B. takes R.	28. R. takes B.
29. Q. takes Q. P.	29. R. takes Kt.

And wins.

GAME IV.

Between the same opponents.

(*Q. Kt. Opening.*)

Black. (Mr. PINDAR.)	*White.* (Herr HORWITZ.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to Q. B. third	2. Kt. to K. B. third
3. P. to K. B. fourth	3. P. to Q. third
4. Kt. to K. B. third	4. B. to K. Kt. fifth
5. B. to K. second	5. P. takes P.
6. P. to Q. fourth	6. Kt. to K. R. fourth (*a*)
7. Castles	7. P. to K. Kt. fourth
8. Kt. to K. R. fourth (*b*)	8. B. takes B.
9. Q. takes B.	9. Kt. to K. Kt. second
10. Kt. to K. B. fifth	10. P. to Q. B. third (*c*)
11. P. to K. Kt. third (*d*)	11. P. takes P.
12. P. to K. fifth (*e*)	12. P. takes P. (check)
13. K. to R. square	13. Kt. to K. third
14. Q. to K. R. fifth (*f*)	14. B. to K. second
15. Kt. takes Q. P. (check)	15. K. to Q. second
16. R. takes K. B. P.	16. R. to K. B. square
17. B. takes K. Kt. P.	17. R. takes R.
18. Kt. takes R.	18. Q. to K. Kt. square
19. B. takes B.	19. K. takes B.
20. R. to K. B. square	20. Kt. to Q. R. third
21. P. to Q. fifth	21. Kt. to K. B. fifth
22. Q. to K. R. fourth (check)	22. K. takes Kt.
23. Q. takes Kt. (check)	23. K. to K. square
24. Kt. to K. fourth	24. K. to Q. square
25. P. to K. sixth	

And White surrenders.

Notes.

(*a*) This attempt to preserve the doubled Pawn was an indiscretion we should not have expected from a player so well read in every opening as Mr. Horwitz is.

(*b*) A *coup de maitre*; clever and unexpected.

(*c*) Taking the Kt. would have been suicidal.

(*d*) Bold and good. Black has now a capital position.

(*e*) This again was unforeseen, and is far more effective than the obvious step of taking Pawn with Pawn.

(*f*) After this White has no power to resist the assault.

GAME V.

(*Two Knights' Game.*)

White. (Herr HORWITZ.)	*Black.* (Mr. PINDAR.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to B. fourth	3. Kt. to K. B. third
4. Kt. to K. Kt. fifth	4. P. to Q. fourth
5. P. takes P.	5. Kt. to Q. R. fourth
6. B. checks (*a*)	6. P. to Q. B. third
7. P. takes P.	7. P. takes P.
8. B. to Q. R. fourth (*b*)	8. P. to K. R. third
9. Kt. to K. B. third	9. P. to K. fifth
10. Q. to K. second	10. B. to Q. third
11. Kt. to Q. fourth (*c*)	11. Q. to Q. Kt. third
12. P. to Q. B. third	12. Castles
13. P. to Q. Kt. fourth	13. B. takes Q. Kt. P.
14. P. takes B.	14. Q. takes Kt.
15. Kt. to Q. B. third	15. Q. takes Q. Kt. P.
16. R. to Q. Kt. square	16. Q. to Q. third
17. Castles	17. B. to K. third
18. Kt. takes P.	18. Kt. takes Kt.
19. Q. takes Kt.	19. B. to Q. B. fifth
20. K. R. to K. square	20. B. to Q. sixth
21. Q. to Q. Kt. fourth	21. Q. R. to K. square
22. B. to Q. R. third	22. B. takes Q. R.
23. R. takes Q. B.	23. R. to Q. Kt. square

White resigns, and Mr. Pindar wins the Match.

Notes.

(*a*) We now believe "P. to Q. third" to be the safest, and therefore practically the best, move for the first player at this juncture.

(*b*) "Q. to K. B. third" used to be the accepted move here, but in that case the second player obtains a splendid attacking game either with or without sacrificing the exchange.

(*c*) To "P. to Q. third" Black might reply with "Q. B. to R. third" and then Castle.

No. 161. Problem by F. HEALEY, Esq.

BLACK.

WHITE.

White to move, and mate in three moves.

No. 162. End Game between LABOURDONNAIS and MACDONNELL, drawn by them, but found to be a won game by Herr KLING.

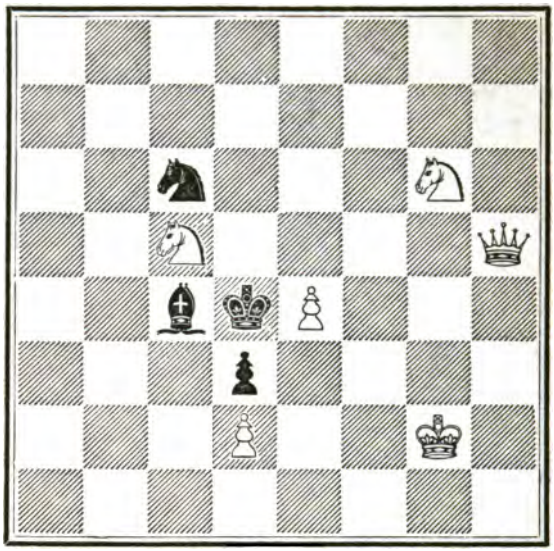
BLACK.

WHITE.

White to move, and win.

No. 163. Problem by Herr KLING.

BLACK.



WHITE.

White to move, and mate in three moves.

No. 164. Problem by A. K——.

BLACK

WHITE.

White to move, and mate in three moves.

Games in the Match between Messrs. THOROLD and WATKINSON.

GAME VI.

White. (Mr. WATKINSON.)	*Black.* (Mr. THOROLD.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. P. to Q. fourth
3. P. takes P.	3. P. to K. fifth
4. Q. to K. second	4. P. to K. B. fourth
5. Kt. to K. fifth (*a*)	5. Kt. to K. B. third
6. Q. to Q. Kt. fifth (check)	6. Q. Kt. to Q. second
7. P. to Q. fourth	7. P. to Q. R. third
8. Q. to Q. Kt. third	8. B. to Q. third
9. P. to Q. B. fourth	9. Kt. takes Kt.
10. P. takes Kt.	10. B. takes P.
11. B. to K. second	11. Castles
12. Kt. to Q. B. third	12. P. to Q. Kt. third
13. B. to Q. second	13. P. to K. B. fifth
14. Castles (Q. R.)	14. B. to K. B. fourth
15. P. to K. R. third	15. Q. to Q. second
16. Q. R. to K. Kt. square	16. B. to K. Kt. third
17. P. to K. Kt. fourth	17. P. takes P. (*en passant*)
18. P. takes P.	18. P. to Q. B. third
19. P. takes P.	19. Q. takes P.
20. B. to K. third	20. Q. R. to Q. Kt. square
21. P. to K. Kt. fourth	21. K. R. to Q. B. square
22. K. to Kt. square	22. Kt. to Q. second
23. Kt. to Q. fifth	23. Q. to K. third
24. P. to Q. B. fifth	24. K. to R. square
25. P. takes P.	25. B. to K. B. second
26. Q. R. to Q. square	26. Q. to Q. B. third
27. B. takes R. P.	27. Kt. takes P.
28. B. takes Kt.	28. R. takes B.
29. Q. takes R.	29. Q. to Q. B. seventh (check)
30. K. to R. square	30. R. to Q. Kt. square
31. B. to Kt. seventh (*b*)	31. Q. to R. fifth
32 Kt. to Kt. fourth	32. B. to K. B. third
33. Q. to Q. B. seventh	33. B. takes P. (check)
34. K. takes B.	34. Q. takes Kt. (check)
35. K. to R. square	35. R. takes B.

36. R. to Q. eighth (check)	36. B. to Kt. square
37. R. takes B. (check)	37. K. takes R.
38. Q. to Q. B. eighth (check)	38. K. to B. second
39. R. to K. B. square (check)	39. K. to K. second
40. Q. to K. B. eighth (check)	40. K. to K. third
41. Q. to K. B. fifth (check)	41. K. to Q. third
42. Q. to K. B. fourth (check)	42. K. to Q. second
43. R. to Q. square (check)	43. K. to K. square
44. Q. to Q. B. square	44. R. to Q. Kt. square
45. P. to Q. R. third	45. Q. to Q. Kt. third
46. Q. to Q. B. third	46. K. to B. square
47. R. to Q. B. square	47. Q. to K. B. third
48. Q. takes Q.	48. P. takes Q.
49. R. to Q. Kt. square	49. R. to Q. R. square
50. K. to Kt. second	50. K. to B. second
51. R. to K. square	51. R. to K. square
52. K. to B. third	52. K. to Kt. third
53. R. to K. B. square	53. K. to Kt. fourth
54. R. to K. B. fifth (check)	54. K. to R. fifth
55. R. to K. R. fifth (check)	55. K. to Kt. sixth
56. R. takes P.	56. P. to K. sixth
57. R. to Q. seventh	57. P. to K. seventh
58. R. to Q. third (check)	58. K. to B. seventh
59. R. to Q. second	59. K. to B. eighth
60. R. takes P.	60. R. takes R. (*c*)
61. P. to K. R. fourth	61. R. to K. Kt. seventh
62. P. to Kt. fifth	62. P. to B. fourth
63. K. to Q. fourth	63. R. to K. seventh
64. P. to R. fifth	64. P. to B. fifth
65. P. to R. sixth	65. R. to K. R. seventh
66. K. to K. fourth	66. R. to R. fifth
67. K. to K. B. fifth	67. P. to B. sixth
68. P. to Kt. sixth	68. R. takes P.
69. P. to Kt. seventh	

And White wins.

Notes.

(*a*) "P. to Q. third" is stronger.

(*b*) Surely "Q. takes R. (check)," followed by "Q. R. to Q. B.," would have

given Mr. Watkinson a winning position; indeed, this part of the game, though interesting and complicated, is not very well played on either side; for Mr. Thorold, after running risks and sacrificing to a fatal extent, is allowed by his opponent fairly to recover his feet, and even to get the uppermost of the struggle again.

(*c*) Taking with K. were perhaps better; but either way Black ought now to win the game.

GAME VII.

Between the same opponents.

Black. (Mr. THOROLD.)	*White.* (Mr. WATKINSON.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to K. B. third (*a*)
3. Kt. takes K. P.	3. P. to Q. third
4. Kt. to K. B. third	4. Kt. takes K. P.
5. B. to Q. B. fourth (*b*)	5. P. to Q. fourth
6. Q. to K. second	6. B. to K. second
7. B. to Q. Kt. third	7. Castles
8. Castles	8. B. to K. Kt. fifth
9. P. to Q. third	9. Kt. to K. Kt. fourth
10. B. takes Kt.	10. B. takes B.
11. P. to K. R. third	11. R. to K. square (*c*)
12. Q. to Q. square	12. B. to K. R. fourth
13. Kt. to Q. B. third	13. P. to Q. B. third
14. P. to K. Kt. fourth	14. B. to K. Kt. third
15. Kt. takes B.	15. Q. takes Kt.
16. P. to K. B. fourth	16. Q. to K. R. fifth
17. Q. to K. B. third (*d*)	17. P. to K. R. third
18. P. to K. B. fifth	18. B. to R. second
19. Kt. to K. second	19. Kt. to Q. second
20. P. to Q. fourth	20. K. R. to K. second
21. Q. to K. Kt. third	21. Q. to K. B. third
22. Q. R. to K. square	22. Q. R. to K. square
23. Q. to K. R. second	23. K. R. to K. sixth
24. P. to K. R. fourth	24. Q. to K. second
25. K. R. to B. second	25. Kt. to K. B. third
26. K. R. to K. Kt. second	26. K. R. to K. B. sixth (*e*)
27. Q. to K. fifth	27. Q. to Q. square
28. Q. to K. R. second	28. Q. R. to K. sixth

29. P. to K. Kt. fifth	29. Kt. to K. R. fourth (*g*)
30. K. R. to K. B. second	30. K. R. to K. R. sixth
31. Q. to K. Kt. second	31. K. R. to K. Kt. sixth
32. Kt. takes R.	32. R. takes Kt.
33. P. to K. Kt. sixth	33. P. takes P.
34. Q. takes R.	34. Kt. takes Q.
35. P. takes P.	35. B. takes P.
36. K. R. to K. B. fourth	36. K. to R. second
37. P. to Q. B. fourth	37. B. to Q. sixth
38. K. to B. second	38. P. takes P.
39. B. takes P.	39. B. takes B.
40. K. takes Kt.	40. Q. to Q. third.
41. Q. R. to K. fifth	41. B. to Q. fourth
42. P. to K. R. fifth	42. P. to Q. B. fourth
43. K. R. to K. B. fifth	43. P. takes P.
44. K. to B. second	44. B. takes P.
45. K. to K. second	45. B. to K. third
46. R. takes B.	46. Q. takes R. (check)

And Black resigned.

Notes.

(*a*) This move constitutes the Petroff defence to the K. Kt.'s opening. It is so called from the elaborate analysis it has received from that great Russian player.

(*b*) "P. to Q. fourth" is the acknowledged best move at this point.

(*c*) This move is a very important element in the attack. If White instead retreat the B. at once, Black can play "P. to K. Kt. fourth," then capture B. with Kt., afterwards advancing "P. to K. B. fourth and fifth," winning a piece.

(*d*) If Black now play "P. to K. B. fifth," he inevitably loses the game in a few moves.

(*e*) Threatening a fatal check at K. sixth.

(*f*) The correct reply.

(*g*) It is difficult, if not impossible, at this stage, for Black, to avoid losing his Queen.

GAME VIII.

Between the same Opponents.

White. (Mr. WATKINSON.)	*Black.* (Mr. THOROLD.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to Q. fourth	2. P. takes P.
3. Kt. to K. B. third	3. B. to Q. Kt. fifth (check)
4. P. to Q. B, third	4. P. takes P.

5. P. takes P.	5. B. to K. second (*a*)
6. B. to Q. B. fourth	6. P. to Q. fourth
7. P. takes P.	7. B. to K. Kt. fifth (*b*)
8. P. to Q. sixth (*c*)	8. Q. takes P.
9. Q. to R. fourth (check)	9. B. to Q. second
10. Q. to Q. Kt. third	10. Kt. to K. R. third (*d*)
11. Q. B. takes Kt.	11. P. takes B.
12. B. takes K. B. P. (check)	12. K. to Q. square
13. Castles	13. K. to Q. B. square (*e*)
14. Q. Kt. to Q. second	14. Kt. to Q. B. third
15. K. R. to K. square	15. Kt. to Q. R. fourth
16. Q. to Q. B. second	16. Q. to K. B. third
17. K. Kt. to K. fifth	17. B. to Q. third
18. Q. Kt. to K. B. third	18. P. to Q. B. third (*f*)
19. Q. R. to Q. square	19. B. takes Kt. (*g*)
20. Kt. takes B.	20. B. to K. B. fourth
21. Q. to Q. R. fourth	21. P. to Q. Kt. third
22. P. to K. Kt. fourth (*h*)	22. B. to K. third (*i*)
23. Q. R. to Q. sixth	23. B. to Q. Kt. sixth (*j*)
24. Q. to Q. R. third	24. Q. to K. B. fifth
25. P. takes B.	25. K. to Kt. second
26. P. to Q. Kt. fourth (*k*)	26. Q. R. to Q. square
27. P. takes Kt.	

And Black resigns.

Notes.

(*a*) "B. to Q. R. fourth" would have been a better move.

(*b*) We should have much preferred "Kt. to K. B. third" at this point.

(*c*) By this move White obtains a very fine game.

(*d*) Black's game is very seriously compromised by this move, but it is difficult to find a more satisfactory one.

(*e*) Apprehensive of "K. R. to Q. square" followed by "B. to K. sixth."

(*f*) Evidently played with the intention of moving "K. to B. second," liberating Q. R.

(*g*) If "K. to B. second," White captures B. with R., winning easily.

(*h*) Apparently hazardous, but in reality perfectly sound.

(*i*) "B. to Kt. third" appears to be safer, but even in that case Black has no resource.

(*j*) A very ingenious reply, for which White, however, was perfectly prepared.

(*k*) Another piece must go here.

Game between Mr. TOMLINSON and an AMATEUR. The former gives P. and two moves.

(*Remove Black's K. B. P.*)

White. (AMATEUR.)	*Black.* (Mr. TOMLINSON.)
1. P. to K. fourth	
2. P. to Q. fourth	2. P. to Q. third
3. K. B. to Q. third	3. P. to K. Kt. third
4. Kt. to K. B. third	4. Q. B. to K. Kt. fifth
5. P. to K. R. third	5. B. takes Kt.
6. Q. takes B.	6. P. to K. fourth
7. P. to Q. fifth	7. Kt. to K. B. third
8. Kt. to Q. B. third	8. K. B. to K. second
9. Q. B. to K. R. sixth	9. K. B. to K. B. square
10. Q. B. to K. Kt. fifth	10. K. B. to K. Kt. second
11. P. to K. Kt. fourth	11. Q. Kt. to Q. second
12. Castles (Q. R.)	12. Q. to K. second
13. Q. Kt. to Q. Kt. fifth	13. Q. Kt. to Q. B. fourth
14. Kt. takes Q. B. P. (check)	14. Q. takes Kt.
15. B. takes K. Kt.	15. K. R. to K. B. square
16. P. to K. Kt. fifth	16. B. takes B.
17. P. takes B.	17. Q. R. to Q. B. square
18. B. to Q. Kt. fifth (check)	18. K. to B. second
19. Q. to K. Kt. fourth	19. Kt. to Q. Kt. sixth (check)

And mates next move.

Game between Mr. F. HEALEY and Mr. BAINES. The former gives the King's Knight.

(*Remove Black's K. Kt.*)

Black. (Mr. HEALEY.)	*White.* (Mr. BAINES.)
1. P. to K. fourth	1. P. to K. fourth
2. B. to Q. B. fourth	2. P. to Q. B. third
3. Q. Kt. to B. third	3. K. Kt. to B. third
4. P. to K. B. fourth	4. P. to Q. third
5. Castles	5. Q. to Kt. third (check)
6. K. to R. square	6. Kt. to Kt. fifth
7. Q. to B. third	7. P. takes P.
8. Q. takes P.	8. Kt. to B. third

9. P. to K. fifth	9. P. takes P.
10. Q. takes P. (check)	10. B. to K. second
11. Kt. to K. fourth	11. Q. to Q. square
12. R. takes Kt.	12. P. takes R.
13. Kt. takes P. (check)	13. K. to B. square
14. Q. to K. R. fifth	14. K. to Kt. second
15. Q. to Kt. fifth (check)	15. K. to B. square
16. Q. to R. sixth (check)	

And mates.

MATCH BETWEEN MESSRS. KOLISCH AND MAUDE.

The score of this Match was misprinted in our last Number. The real score was:—Herr Kolisch, 3;—Mr. Maude, 3;—Drawn, 0; and Herr Kolisch, according to the conditions, was the winner.

GAME III.

(Muzio Gambit.)

(Remove White's Q. Kt.)

White. (Herr KOLISCH.)	*Black.* (Mr. MAUDE.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. P. to Kt. fifth
5. Castles	5. Q. to K. second (*a*)
6. P. to Q. fourth	6. P. takes Kt.
7. B. takes P. on B. fourth	7. P. to Q. third (*b*)
8. Q. takes P.	8. B. to K. third
9. P. to Q. fifth	9. B. to Q. second
10. P. to K. fifth	10. P. takes P.
11. B. takes P.	11. P. to K. B. third
12. Q. R. to K. square	12. K. to Q. square (*c*)
13. B. takes P. (check)	13. K. takes B.
14. R. takes Q.	14. B. takes R.
15. Q. to K. Kt. third (check)	15. B. to Q. third
16. Q. to Kt. seventh	16. Kt. to Q. R. third
17. Q. takes R.	17. P. to Kt. fourth
18. B. to Q. third	18. R. to Kt. square
19. Q. takes R. P.	

And after a few moves Mr. MAUDE resigns.

Notes.

(*a*) Defence of Messrs. Kling and Horwitz.
(*b*) "Kt. to Q. B. third" was the right move.
(*c*) "P. takes B." would have been equally fatal, as:—

White	*Black.*
12.	12. P. takes B.
13. R. takes P.	13. K. to Q. square
14. Q. takes B. (check)	14. Q. takes Q.
15. R. takes Q. (check)	15. B. to K. square
16. Q. R. takes B. (check)	16. K. to Q. second
17. R. to Q. eighth (check)	17. K. to K. second
18. P. to Q. sixth (check)	18. P. takes P.
19. R. takes Q. Kt., and wins	

GAME IV.

Between the same Opponents.

(*King's Gambit.*)

(*Remove White's Queen's Knight.*)

White. (Herr KOLISCH.)	*Black.* (Mr. MAUDE.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to B. third	3. P. to Q. fourth
4. P. takes P.	4. Kt. to K. B. third
5. B. to K. second	5. B. to Q. third
6. Castles	6. Castles
7. P. to Q. B. fourth	7. P. to B. third
8. P. takes P.	8. Kt. takes P.
9. P. to Q. fourth	9. B. to K. Kt. fifth
10. P. to Q. fifth	10. Kt. to K. second
11. P. to Q. R. third	11. Kt. to K. Kt. third
12. P. to Q. Kt. fourth	12. P. to Q. Kt. third
13. B. to Kt. second	13. R. to Q. B. square
14. R. to Q. B. square	14. B. takes Kt.
15. B. takes B.	15. B. to K. fourth
16. B. takes B.	16. Kt. takes B.
17. Q. to Q. fourth	17. Kt. takes B. (check)
18. R. takes Kt. (*a*)	18. Kt. takes Q. P.
19. R. to K. square	19. Kt. to B. third
20. Q. takes B. P.	20. Q. to B. second

21. Q. to Kt. fifth	21. P. to K. R. third
22. Q. to K. R. fourth	22. Q. takes B. P.
23. R. to K. B. fourth	23. Q. to B. sixth
24. K. R. to K. B. square	24. Q. R. to Q. square
25. R. to K. seventh	25. R. to Q. seventh
26. R. takes P.	26. Q. to K. sixth (check)
27. K. to R. square	27. Kt. to K. fifth (*b*)
28. R. to K. seventh	28. Q. to K. seventh

And wins.

Notes.

(*a*) Blunder, which loses the game at once. White ought to have taken with the P.

(*b*) All the last moves are played by Mr. Maude in his usual dashing style.

KOLISCH AND BARNES.

A series of games has been contested between these two gentlemen during the month of May. The result was :—Herr KOLISCH won 8; Mr. BARNES, 1; Drawn, 1. We hope to be enabled to give in our next number some of the games.

Games played between Messrs. W. T. PIERCE and J. PIERCE, M.A.

GAME I.

(*K. B. opening.*)

White. (Mr. W. T. PIERCE.)	*Black.* (Mr. J. PIERCE.)
1. P. to K. fourth	1. P. to K. fourth
2. K. B. to Q. B. fourth	2. Kt. to K. B. third
3. Kt. to K. B. third	3. P. to Q. fourth
4. P. takes P.	4. P. to K. fifth
3. Q. to K. second	5. B. to K. second
6. Kt. to K. fifth	6. Castles
7. Castles	7. B. to Q. third
8. P. to K. B. fourth	8. P. to Q. B. fourth
9. Kt. to Q. B. third	9. B. to K. B. fourth
10. P. to K. Kt. fourth	10. B. takes Kt.
11. P. takes K. B.	11. B. takes P.
12. Q. to Kt. second	12. B. to B. sixth
13. R. takes B.	13. P. takes R.

14. Q. takes P.	14. Kt. takes Q. P.
15. B. takes Kt.	15. Q. to Kt. fourth (check)
16. Q. to Kt. third	16. Q. to K. second
17. Kt. to K. fourth	17. K. to R. square
18. Kt. to Kt. fifth	18. P. to K. R. third
19. P. to Q. third	19. P. takes Kt.
20. B. takes P.	20. Q. to Q. second
21. B. to B. sixth	21. P. takes B.
22. Q. to R. fourth (check)	22. K. to Kt. square
23. B. to K. fourth	23. P. to B. fourth
24. Q. to Kt. third (check)	24. K. to R. square
25. Q. to R. third (check)	25. K. to Kt. square
26. B. takes B. P.	26. Q. to Q. fifth (check)
27. K. to R. square	27. R. to Q. square
28. Q. to K. R. sixth	

And Black resigned.

Game II.

Between the same opponents.

(*K. B. Opening.*)

White. (Mr. J. Pierce.)	*Black.* (Mr. W. T. Pierce.)
1. P. to K. fourth	1. P. to K. fourth
2. B. to Q. B. fourth	2. B. to Q. B. fourth
3. Kt. to K. B. third	3. Kt. to K. B. third
4. Castles	4. P. to Q. third
5. P. to Q. third	5. B. to K. Kt. fifth
6. B. to K. Kt. fifth	6. Kt. to Q. B. third
7. P. to Q. B. third	7. P. to K. R. third
8. B. takes Kt.	8. Q. takes B.
9. Q. Kt. to Q. second	9. P. to K. R. fourth (*a*)
10. P. to K. R. third	10. Q. to K. R. third
11. Q. to Q. Kt. third	11. Castles (Q. R.)
12. Q. to Q. R. fourth	12. P. to K. Kt. fourth
13. P. to Q. Kt. fourth (*b*)	13. B. to Kt. third
14. P. to Q. Kt. fifth	14. B. takes Kt.
15. Kt. takes B.	15. P. to Kt. fifth
16. P. takes Kt.	16. P. takes Kt.

17. P. takes P. (check) (*c*)	17. K. to Kt. square
18. P. to K. Kt. third	18. P. to R. fifth
19. P. to K. Kt. fourth	19. Q. to B. fifth
20. K. to R. square	20. K. R. to Kt. square (*d*)
21. R. to K. Kt. square (*e*)	21. B. takes K. B. P.
22. P. to Q. fourth (*f*)	22. B. takes R.
23. R. takes B.	23. P. to B. seventh (*g*)
24. R. to Kt. second	24. R. takes Kt. P.
25. P. takes R. (*h*)	25. P. to R. sixth

And White resigns.

Notes.

(*a*) Anticipating White's next move.

(*b*) The attacks on both sides now render the game interesting, although White is rather behind-hand.

(*c*) White should rather have played 17. "B. to Q. R. sixth."

(*d*) Threatening to take K. Kt. P. with R. and on P. taking R. to take P. with Q. and mate next move.

(*e*) P. to Q. fourth would have been far better.

(*f*) This move has no object whatever now.

(*g*) Anything will do in this position.

(*h*) Evidently a great blunder on both sides, for R. takes R. would have made the game even.

GAME III.

Between the same opponents.

(*K. B. Opening.*)

White. (Mr. W. T. PIERCE.)	*Black.* (Mr. J. PIERCE.)
1. P. to K. fourth	1. P. to K. fourth
2. B. to Q. B. fourth	2. Q. Kt. to B. third
3. Kt. to K. B. third	3. K. B. to Q. B. fourth
4. Castles	4. P. to Q. third
5. P. to Q. Kt. fourth	5. B. takes Kt. P.
6. P. to Q. B. third	6. B. to Q. B. fourth
7. P. to Q. fourth	7. B. to Q. Kt. third
8. B. to Q. Kt. fifth	8. B. to Q. second
9. B. takes Kt.	9. B. takes B.
10. P. takes K. P.	10. B. takes K. P.
11. Q. to R. fourth (check)	11. B. to B. third
12. Q. to K. Kt. fourth	12. P. to K. Kt. third
13. P. takes Q. P.	13. Q. takes P.

14. R. to K. square (check)	14. Kt. to K. second
15. Q. Kt. to Q. second	15. P. to K. B. fourth
16. Q. to Kt. fifth	16. P. to K. R. third
17. Q. to R. fourth	17. R. to K. R. second
18. Kt. to Q. B. fourth	18. Q. to Q. fourth
19. B. takes K. R. P. (*a*)	19. B. to Q. B. fourth
20. Q. R. to Q. square (*b*)	20. P. to K. Kt. fourth
21. Q. takes Kt. P.	21. Q. takes Q. Kt.
22. Kt. to K. fifth	22. B. takes K. B. P. (check) (*c*)
23. K. to R. square	23. Q. takes Q. R. P.
24. Kt. takes Q. B.	24. B. takes R.
25. Kt. takes Kt.	25. R. takes Kt.
26. Q. to K. B. sixth	26. B. to Q. seventh
27. B. takes B.	27. Q. takes B.
28. Q. to R. eighth (check)	28. K. to B. second
29. Q. to R. seventh (check)	29. K. to B. third
30. Q. takes R. (check)	30. K. takes Q.
31. R. takes Q.	31. K. to Q. square
32. R. takes R.	32. K. takes R.

Resigns, as Black evidently has time to Queen his Q. R. P. without opposition

Notes.

(*a*) 19. "B. to Q. R. third" would have been better.
(*b*) A bad move. R. to K. sixth was the move.
(*c*) We cannot compliment either player on this game, which is full of blunders and bad moves. Thus, Black blunders by taking the Pawn; and White by not taking the Bishop.

Game played in Germany by Herr PAULSEN, against two friends consulting together.

(*The Two Knights' Defence.*)

White. (M. and N.)	*Black.* (Herr PAULSEN.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. Kt. to K. B. third
4. Kt. to Kt. fifth	4. P. to Q. fourth
5. P. takes P.	5. Kt. to Q. R. fourth
6. B. to Kt. fifth (check)	6. P. to Q. B. third
7. P. takes P.	7. P. takes P.

8. Q. to K. B. third	8. Q. to Q. Kt. third
9. B. to Q. R. fourth	9. B. to K. Kt. fifth
10. Q. to K. third	10. B. to Q. B. fourth
11. Q. takes P. (check)	11. K. to Q. second
12. Castles	12. B. takes P. (check)
13. R. to K. R. square (*a*)	13. Q. R. to K. square
14. Q. to K. B. fourth	14. B. to Q. B. fourth
15. Kt. takes K. B. P.	15. K. R. to K. B. square
16. Kt. to K. fifth (check)	16. K. to Q. square.
17. Kt. takes B.	17. Kt. takes Kt.
18. Q. to Kt. fifth (check)	18. B. to Q. second
19. R. takes R.	19. R. takes R.

And White cannot save the mate.

Note.

(*a*) If "R. takes B." Black attacks the Q. with the Rook.

SOLUTIONS TO PROBLEMS.

No. 153. *Page* 143.

White.	*Black.*
1. Kt. to K. fourth	1. Any move
2. B. to K. Kt. third	2. Any move.
3. Kt. mates	

No. 154. *Page* 143.

White.	*Black.*
1. Q. takes R. P. (check)	1. P. takes Q. (or A.)
2. R. to K. Kt. square	2. P. to R. fifth (best)
3. Kt. to B. seventh (check)	3. K. moves
4. R. mates	
	(A)
	1. K. to Kt. second
2. Q. to R. sixth (check)	2. K. to Kt. square
3. R. to Kt. eighth (check)	3. R. interposes
4. R. takes R. mate	

No. 155. *Page* 144.

White.	*Black.*
1. K. to K. seventh	1. P. moves
2. Kt. to B. fourth	2. K. takes B.
3. Kt. to Q. third (check)	3. K. to K. fourth
4. B. mates	

No. 156. *Page* 144.

White.	*Black.*
1. Q. to B. second	Moves all forced.
2. P. to Kt. eighth (a Queen)	
3. P. to B. eighth (a Kt.)	
4. Q. to Kt. second	

5. Kt. to R. fifth	
6. Kt. to K. seventh (check)	
7. Q. to K. B. second (check)	
8. Kt. to Kt. third (check)	
9. Q. to Q. B. second (check)	9. Kt. takes Q. and mates

No. 157. *Page* 159.

White.	*Black.*
1. Kt. from K. second to Q. fourth	1. K. to Kt. square (best)*
2. Kt. to B. sixth (check)	2. K. to Kt. second (best)
3. Kt. from B. sixth to Q. eighth (check)	3. K. to Kt. square (best)
4. Kt. to Q. B. fifth	4. B. to K. B. fifth or (A B)
5. Kt. takes P. (check)	5. K. to R. square

6. K. to B. eighth, and mates in three moves

* "P. to K. seventh," would enable White to give mate in fewer moves.

A.

	4. P. to K. seventh
5. Kt. takes B. P. (check)	5. K. to R. square
6. K. to B. square	6. B. to K. B. fifth

7. Kt. to K. sixth, and mates in two moves

B.

	4. B. to K. Kt. fourth
5. Kt. takes R. P. (check)	5. K. to R. square
6. Kt. to K. sixth	6. K. to K. Kt. second (best)
7. Kt. from R. sixth to B. fifth	7. K. to R. square

8. K. to B. eighth, and mates in three moves

No. 158. *Page* 159.

White.	*Black.*
1. P. to Q. fifth	1. B. to K. Kt. square *
2. P. takes P. (best)	2. B. to Q. fourth
3. P. to Q. Kt. fifth	3. P. to Q. R. sixth, and wins

* Had Black taken Pawn with either King or Pawn, White would have drawn, as given in CHESS PLAYER'S CHRONICLE, Vol. III. page 44.

No. 159. *Page* 160.

White.	*Black.*
1. K. to Kt. square *	1. B. to Q. B. fourth
2. K. to B. square	2. K. to Kt. fourth
3. B. to K. fourth	3. K. to B. third
4. B. to K. Kt. second	4. P. takes B. (check)
5. K. takes P. and draws	

* The only move to draw.

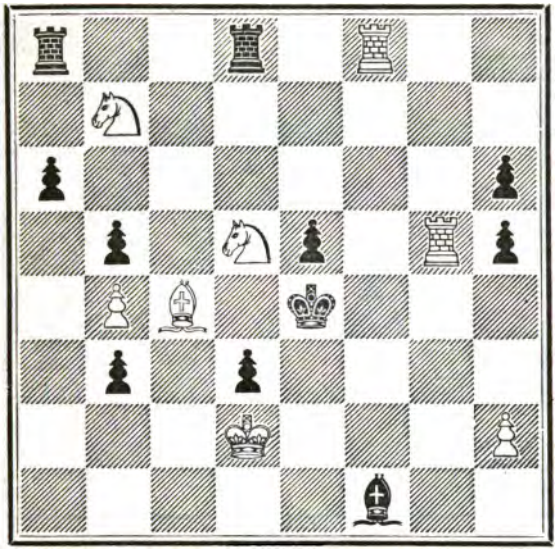
No. 160. *Page* 160.

White.	*Black.*
1. B. to K. B. sixth (check)	1. K. to K. B. fourth
2. Q. to K. fourth (check)	2. K. takes Q.
3. Kt. to Q. sixth (check)	3. K. to Q. fourth
4. P. to Q. B. fourth (check)	4. K. takes Kt.

5. P. to K. eighth, becomes a Kt. mate

No. 165. This ingenious and difficult Problem is the production of the celebrated German composer Mr. R. WILLMERS, of Vienna.

BLACK.



WHITE.

White to move, and mate in four moves.

No. 166. Problem by F. HEALEY, Esq.

BLACK.

WHITE.

White to move, and mate by a double check of Q. and R. in seven moves, and without moving each Rook more than once.

No. 167. Problem by SEEBERGER, (Gratz).

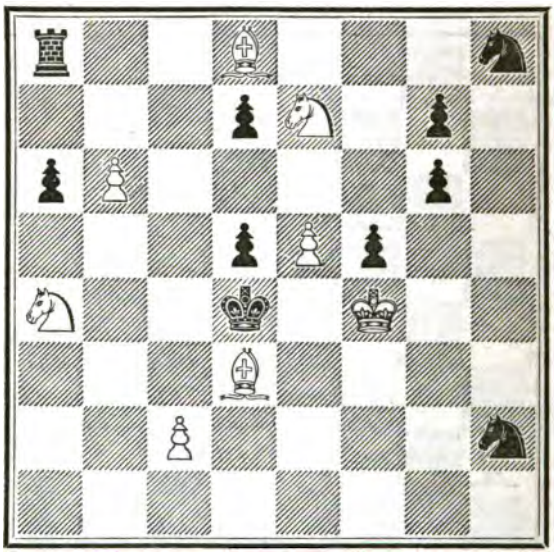
BLACK.

WHITE.

White to move, and mate in three moves.

No. 168. Problem by S. A. HARRISON, Esq.

BLACK



WHITE.

White to move, and mate in four moves.

HORÆ MATUTINÆ.

Scene—THE PHILIDORIAN CHESS ROOMS.

(Time, 2 o'Clock P.M.)

DOCTOR MAC IVOR *and* Mr. SARTORIUS *are playing Chess.* Professor LONG *is reading the "Daily News."* Mr. BEHNES *is trying to solve a problem in two moves by* Herr KLING. Mr. GRUMBLE *stands in contemplation before the bust of* MORPHY. Captain O'MILLAN *enjoys a mutton chop for his lunch. Several other players are engaged at battles on the chequered field.*

Mr. GRUMBLE. I say Captain, I wonder if your marvellous MORPHY knows anything else besides Chess?

The CAPTAIN. I cannot tell you, Mr. GRUMBLE, what MORPHY knows or does not know, but this I can tell you, that a Chess-player of his strength is capable of learning almost anything with the greatest ease.

Mr. GRUMBLE. I do not believe it, you know my sentiments in that matter, and I am afraid we shall never agree upon this point. But how is it that the DOCTOR and Mr. SARTORIUS are now playing every day together?

The CAPTAIN. They are both members in the Handicap Tournament. The prize is some work upon Chess. I do not know exactly which; the DOCTOR, it seems, was obliged to give Pawn and two moves to Mr. SARTORIUS, and it appears he finds it hard work now to beat him; they have already played five games which were all drawn. Mr. SARTORIUS managed in every game to keep the Pawn throughout; only the DOCTOR being an old stager, manœuvres the Pawns so well, that, in spite of his antagonist's additional Pawn, he drew the games; how this present game will end, I do not know. (*Turning towards the Doctor*). I say DOCTOR, how does your game stand to-day?

The DOCTOR. Bad, I am sorry to say; I am afraid I shall lose it. I am two Pawns minus, and a bad position. I have made a blunder which I fear will cost me the game, unless my opponent is kind enough to return the compliment by making some mistake.

Mr. SARTORIUS. Never fear, DOCTOR, I hold you tight, and shall stick fast to you. Check to your King.

The DOCTOR. Oh, yes! I feared you would do it. (*They go on playing.*)

Mr. BEHNES (with a stentorian voice.) Eureka. I have found it. King to Queen's third, and mate next move, whatever you do. If you check with the Queen, Knight covers, discovering check and mate. Ah! there is nothing which I cannot find out if I set my head to it.

The DOCTOR. I suppose not, Mr. BEHNES, except HEALEY'S three-move problem, which you took a fortnight to solve, and then gave it up. How was that?

Mr. BEHNES. It was all owing to the cold. I cannot stand cold weather. Now, I could solve any mortal problem in no time.

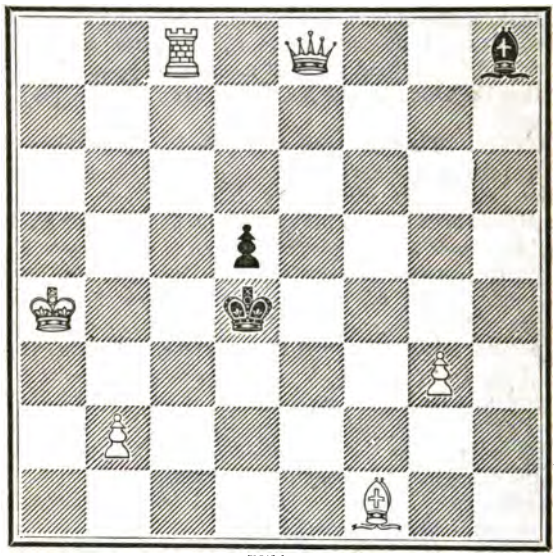
The DOCTOR. I can tell you warm weather affects the head more than cold weather, and to prove it to you, I give three weeks more to solve the very same problem, and bet you a dozen cigars, you cannot do it.

Mr. BEHNES. Done! only you must set it up again, for I have forgotten the position.

The DOCTOR. Here it is. (*The Doctor rises, and sets the problem up on a side table, as on the diagram*):—

Problem by F. HEALEY, Esq., made for the amusement of bad players during the long winter evenings.

BLACK.



WHITE.

White to move and mate in three moves.

Now, if you dont solve it in three weeks, you lose a dozen cigars. You can begin now.

Mr. BEHNES. No, it is too hot; I shall begin in the evening, when it gets cooler.

The DOCTOR (*sitting down to his game.*) Ha, ha, ha. The problem is too hot for you altogether, you cannot see three moves deep, not

you, Mr. BEHNES. (To Mr. SARTORIUS.) Have you moved, my worthy adversary?

MR. SARTORIUS. Not yet; but I think I can see my way to a checkmate.

Mr. GRUMBLE. What was the matter between Herr KOLISCH and Monsieur JOURNOUD, the editor of *La Nouvelle Regence*.

The CAPTAIN. All I know is from the *Illustrated News*. Waiter, let me have the *Illustrated News* of June the 15th. (*Reads*):—

"M. P. JOURNOUD AND M. KOLISCH.

"The wrapper of the June number of the French Chess Magazine presents the following startling notification:—'M. KOLISCH is forwarned that, if before the 15th current month of June we have not received perfect satisfaction, a complaint will be lodged in the office of the Imperial Procureur.' We know nothing whatever of the circumstances which have led to a rupture between these gentlemen, but we must say, it is to be regretted that their differences could not be settled privately. These incessant disputes among Chess players deter many sensible persons from the study of a game which, with much reason, they denounce as provocative of more and bitterer animosity than any other."

Here is the next number of the *Illustrated News*, which I shall also read to you. (*Reads*):—

"M. JOURNOUD AND M. KOLISCH.

"M. KOLISCH, in reference to the paragraph we quoted from the French Chess Magazine last week, writes to say that he has received from M. JOURNOUD a letter, in which that gentleman expresses his regret for the insertion of the paragraph, and promises his endeavours to efface any unfavourable impression it may have produced."

God knows what it is about, some squabble or other. Chess players always quarrel. The Chess editor of the *Illustrated London News* reads them a very good lesson, only he ought to have added, follow my instructions but not my example.

Mr. SARTORIUS. Checkmate, checkmate! (*gets up and rubs his hands*). I have done you, DOCTOR; the first game to me. I am sure now to beat you the second game too.

The DOCTOR. Don't imagine it; I was careless to-day; I made a mistake, that is all; next game, I shall be more careful.

Mr. SARTORIUS. There is no hope for you now.

THE DOCTOR. Nonsense. There is always hope, for,—

> When we sink at the grave, why the grave has scope,
> And over the coffin man planteth hope.

Why should I despair of success—because I have lost a game,—England expects every Chess player to do his duty, and I shall do mine, and shall beat you as you deserve it.

Mr. BEHNES. Take my advice, Doctor, do not play during the heat of the day, all your nerves are unstrung, and it affects your head.

The DOCTOR. You told me, some time ago, no man should play at Chess after having taken tea, and as I am very fond of my cup of tea, I cannot play in the evening; then when shall I play? in the morning I suppose?

Mr. BEHNES. No, not in the morning, for it would unfit you for the whole day, and give you a headache, besides spoil your dinner, and produce indigestion. In the morning you should take a walk. But being a medical man, you ought to know all that.

The DOCTOR. Then, for goodness sake, at what time of the day would you advise a man to play Chess?

Mr. BEHNES. At what time of the day? at what time of the day? Well, I can scarcely tell. But, for you and for me, DOCTOR, I am afraid, for both of us, it is too late in the day to play Chess.

MATCH AT CHESS BETWEEN HUDDERSFIELD AND SHEFFIELD.

The play in the above Match has been postponed for some time, in consequence of Mr. THOROLD'S absence from home. It will be several weeks before hostilities are re-commenced. The present state of the score is—Mr. WATKINSON, 6; Mr. THOROLD, 4. The first winner of seven games will be declared the victor.

MORPHY'S ANSWER TO KOLISCH'S CHALLENGE.

We have just received *Wilkes's Spirit*, containing a letter from Mr. MORPHY, in answer to Herr KOLISCH'S challenge to play for a stake of five hundred pounds a side, from which we make the following extract:—

"N. MARACHE, Esq. NEW ORLEANS, *May* 5, 1861.

"Dear Sir— * * * * * All I can promise (and I wish it to be understood as a *special exception* to the rule I have adopted, of playing no matches in future), is to arrange my time, whenever I may again visit the Old World, as to devote a couple of weeks, or more if necessary to the contemplated match. I must state, in this connection, that *I positively decline playing for any stake whatever.* * * *

"Yours truly, PAUL MORPHY."

An off-hand skirmish between CAPTAIN KENNEDY and Mr. BODEN.

White. (CAPTAIN KENNEDY.)	*Black.* (Mr. BODEN.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. B. third	3. P. to K. B. fourth
4. P. to Q. fourth	4. K. B. P. takes P.
5. K. Kt. takes K. P.	5. Kt. to K. B. third
6. K. B. to Q. Kt. fifth (*a*)	6. K. B. to Q. third
7. B. takes Q. Kt.	7. Q. P. takes B.
8. Castles	8. B. takes K. Kt.
9. P. takes B.	9. Q. takes Q.
10. K. R. takes Q.	10. K. Kt. to K. Kt. fifth (*b*)
11. P. to K. B. fourth	11. Castles
12. P. to K. R. third	12. K. Kt. to R. third
13. P. to K. Kt. fourth	13. Q. B. to K. third
14. P. to Q. Kt. third (*c*)	14. Q. R. to Q. square
15. R. to K. square	15. Q. R. to Q. sixth
16. K. to Kt. second (*d*)	16. P. to Q. B. fourth
17. B. to K. third	17. B. to Q. B. third
18. Kt. to Q. second	18. R. takes Kt.
19. B. takes R.	19. P. to K. sixth (dis. check)
20. K. to Kt. third	20. P. takes B.
21. K. R. to K. second	21. P. to K. Kt. fourth (*e*)
22. P. to K. B. fifth	22. Kt. to K. B. second
23. Q. R. to Q. square	23. R. to Q. square
24. P. to K. sixth (*f*)	24. Kt. to Q. third
25. P. to K. seventh (*g*)	25. R. to K. square
26. P. to K. R. fourth	26. P. to K. R. third
27. P. takes P.	27. P. takes P.
28. Q. R. takes Q. P.	28. Kt. to K. fifth (check)
29. R. takes Kt.	29. B. takes R.
30. R. to K. seventh	30. B. to Q. B. third
31. R. takes Q. B. P.	31. K. to B. second

And wins.

Notes.

(*a*) "Q. B. to K. Kt. fifth" is stronger.
(*b*) The opening on Black's part is not particularly good.
(*c*) A move which allows Black to obtain an actual advantage in position.

(*d*) "B. to K. third" looks better.
(*e*) A very good move.
(*f*) This places the K. P. out of danger certainly; but it does not enable White to capture Black's advanced Pawn with impunity, for the Kt. now takes up a post whence he threatens to give a stinging check at K. fifth.
(*g*) "P. to K. B. sixth" would have led to a somewhat longer battle, but Black in reply would have played "Kt. to K. fifth (check)," and he must ultimately have won.

Games played between Mr. TOMLINSON and an AMATEUR. The former giving P. and two moves.

GAME I.

(*Remove Black's K. B. P.*)

White. (AMATEUR.)	*Black.* (Mr. TOMLINSON.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to K. third
3. K. Kt. to B. third	3. P. to Q. B. fourth
4. P. to Q. B. third	4. P. takes P.
5. P. takes P.	5. B. (checks)
6. Kt. to B. third	6. Q. to R. fourth
7. P. to Q. R. third	7. K. Kt. to K. second
8. Q. B. to Q. second	8. B. takes Kt.
9. B. takes B.	9. Q. to Kt. third
10. K. B. to Q. third	10. Castles
11. P. to K. fifth	11. P. to Q. fourth
12. K. Kt. to Kt. fifth	12. P. to K. Kt. third
13. Q. to K. Kt. fourth	13. Kt. to K. B. fourth
14. P. to K. R. fourth	14. Q. to Q. square
15. P. to K. R. fifth	15. P. to K. R. third
16. Kt. to B. third	16. P. to K. Kt. fourth
17. Kt. to R. fourth	17. Q. Kt. to R. third
18. P. to K. B. fourth	18. K. to R. second
19. P. takes P.	19. Q. takes P.
20. Q. takes Q.	20. P. takes Q.
21. Kt. takes Kt.	21. P. takes Kt.
22. P. to K. Kt. fourth	22. Kt. to K. second
23. P. takes P.	23. B. takes P.
24. Castles (Q. R.)	24. K. to R. third
25. K. to Q. B. second	25. B. to K. Kt. fifth

26. Q. R. to K. Kt. square	26. R. to B. fifth
27. P. to Q. Kt. fourth	27. Kt. to Q. B. third
28. Q. B. to Q. Kt. second	28. Kt. takes K. P. (check)
29. K. to Q. Kt. square	29. Kt. to K. third
30. B. to Q. B. square	30. R. to Q. fifth
31. B. to K. Kt. sixth	31. B. to K. B. sixth
32. R. to R. third	32. B. to K. fifth (check)
33. B. takes B.	33. P. takes B.

And wins.

GAME II.

Between the same Opponents.

(Remove Black's K. B. P.)

White. (AMATEUR.)	*Black.* (Mr. TOMLINSON.)
1. P. to K. fourth	1.
2. P. to Q. fourth	2. P. to Q. third
3. K. Kt. to B. third	3. Q. B. to K. Kt. fifth
4. P. to K. R. third	4. B. to K. R. fourth
5. P. to K. Kt. fourth	5. B. to K. B. second
6. K. B. to Q. third	6. Q. Kt. to Q. second
7. P. to K. R. fourth	7. P. to K. fourth
8. P. to Q. fifth	8. P. to K. R. third
9. Q. B. to K. third	9. P. to Q. R. third
10. Q. Kt. to B. third	10. K. B. to K. second
11. Q. to K. second	11. P. to Q. B. fourth
12. P. takes P. *en passant*	12. P. takes P.
13. Castles (Q. R.)	13. P. to Q. fourth
14. P. takes P.	14. P. takes P.
15. Q. B. to Q. second	15. P. to K. fifth
16. B. takes P.	16. P. takes B.
17. Kt. takes P.	17. K. Kt. to B. third
18. Kt. to Q. sixth (check)	18. K. to K. B. square
19. Kt. takes K. B.	19. K. takes Kt.
20. K. R. to K. square	20. K. R. to K. square
21. Q. to K. sixth (check)	21. K. to K. B. square
22. B. to Q. B. third	22. Q. to Q. B. second
23. P. to K. R. fifth	23. Q. to K. B. fifth (check)

24. Kt. to Q. second	24. Q. takes K. Kt. P.
25. B. takes Kt.	25. Kt. takes B.
26. Q. to Q. B. sixth	26. Q. takes K. R. P.
27. K. R. to K. third	27. Q. R. to Q. B. square
28. Q. takes Q. R. P.	28. Q. to K. Kt. third
29. P. to Q. B. fourth	29. R. to Q. R. square
30. Q. to Q. Kt. seventh	30. Q. R. takes Q. R. P.
31. Q. R. to K. square	31. R. to R. eighth (check)
32. Kt. to Kt. square	32. Q. takes Kt. (check)
33. K. to Q. second	33. K. R. to Q. square (check)
34. K. to B. third	34. Q. R. to Q. R. sixth (check)
35. P. to Q. Kt. third	35. K. R. to Q. sixth (check)
36. Q. R. takes R.	36. Q. takes K. R. (check)
37. R. to Q. second	37. Kt. to K. fifth (check)
38. K. to Kt. second	38. Q. takes R. (check)
39. K. to Kt. square	39. Kt. mates

And mates.

Corrigendum.—In the Game between Messrs. TOMLINSON and BRITTEN at p. 120 of the present volume, moves 12 and 13 should be transposed.

The following lively Game was recently played by correspondence between the Secretaries of the Birmingham and Windermere Clubs.

Petroff's Defence—the Cochrane Attack.)

White. (BIRMINGHAM).	*Black.* (WINDERMERE.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. K. Kt. to B. third
3. K. Kt. takes K. P.	3. P. to Q. third
4. Kt. takes K. B.	4. K. takes Kt.
5. K. B. to B. fourth (check)	5. P. to Q. fourth (*a*)
6. K. B. to Q. Kt. third	6. Q. B. to Q. third
7. B. takes P. check	7. Kt. takes B.
8. Q. to K. R. fifth (check)	8. P. to K. Kt. third
9. Q. takes Kt. (check)	9. K. to Kt. second
10. Castles	10. K. R. to K. square
11. P. to K. B. fourth (*b*)	11. Q. Kt. to Q. B. third
12. P. to Q. B. third	12. Q. B. to Q. third
13. Q. to Q. Kt. fifth	13. R. to Q. Kt. square

14. P. to Q. fourth	14. P. to Q. R. third
15. Q. to Q. third	15. K. B. to Q. B. fourth
16. Q. B. to K. third	16. K. B. to Q. R. second
17. Kt. to Q. R. third	17. Q. to K. second
18. B. to B. second	18. Q. R. to Q. square
19. P. to B. fifth (*c*)	19. Q. B. to B. second
20. P. takes P.	20. B. takes P.
21. Q. to K. Kt. third	21. Q. takes P.
22. Q. takes P. (check)	22. K. R. to K. second
23. Q. to K. Kt. third	23. K. B. to Q. Kt. square
24. Q. to K. R. fourth	24. Q. takes Q.
25. B. takes Q.	25. K. R. to K. seventh (*d*)
26. B. takes R.	26. B. to K. fifth
27. R. to B. second	27. B. takes P. (check)
28. K. to B. square	28. R. to K. sixth
29. B. to B. sixth (check)	29. K. to Kt. third
30. Q. R. to Q. square	30. K. B. to K. Kt. sixth
31. B. to K. fifth	31. B. takes B.
32. P. takes B.	32. Kt. takes P.
33. R. to K. second	33. R. to Q. sixth
34. R. takes R. (*e*)	34. B. takes R.
35. K. to K. square	35. B. takes R.
36. K. takes B.	

And eventually White won the game.

Notes.

(*a*) Apparently better than interposing the Bishop or retreating the King to his own square.

(*b*) Up to the 10th move on each side, the game is identical with one played by Mr. Cochrane, and given in *Chess Praxis*. At the 11th move, however, Mr. Cochrane played "Q. to Q. fourth (check)," which led to an exchange of Queens.

(*c*) The position is now a very critical one, and it is not at all easy to determine what is the best move.

(*d*) A miscalculation. Black evidently thought that this and his following move left White without resource. The result shows that White could safely take his adversary's Q. R.

(*e*) "R. takes B." would have been better.

BLINDFOLD PLAY.

Games played June 13 and 15 between Messrs. BRIEN and N——.

GAME I.

Black. (Mr. N——.)	*White.* (Mr. BRIEN.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to Q. B. third	2. B. to Q. B. fourth
3. Kt. to K. B. third	3. Kt. to Q. B. third
4. P. to Q. third	4. P. to Q. third
5. B. K. third	5. B. to Q. Kt. third
6. Kt. to Q. R. fourth (*a*)	6. Kt. to K. B. third
7. Kt. takes B.	7. Q. R. P. takes Kt.
8. B. to K. Kt. fifth	8. P. to K. R. third
9. B. to K. R. fourth	9. P. to K. Kt. fourth
10. B. to K. Kt. third	10. B. to K. third
11. P. to K. R. third	11. Q. to Q. second
12. Kt. to K. R. second	12. P. to K. R. fourth
13. P. to K. B. third	13. K. to K. second
14. B. to K. second	14. B. takes K. R. P.
15. P. takes B.	15. Q. takes P.
16. K. to K. B. second (*b*)	16. P. to K. R. fifth
17. Q. to K. Kt. square	17. P. takes B. (check)
18. Q. takes P.	18. Q. takes Q. (check)
19. K. takes Q.	19. Kt. to Q. fifth
20. B. to K. B. square	20. Kt. to K. R. fourth (check)
21. K. to K. B. second	21. Kt. to K. B. fifth
22. P. to Q. B. third	22. R. to K. R. fifth (*c*)
23. P. takes Kt.	23. Q. R. to K. R. square
24. K. to K. Kt. third (*d*)	24. P. takes P.
25. R. to K. square	25. P. to Q. B. fourth
26. P. to Q. Kt. third	26. P. to K. B. third
27. P. to Q. R. fourth	27. K. to Q. second
28. P. to Q. Kt. fourth	28. K. to Q. B. third
29. R. to Q. B. square	29. P. to Q. Kt. fourth
30. P. takes Q. Kt. P. (check)	30. K. takes P.
31. P. takes P.	31. P. takes P.
32. R. to Q. Kt. square (check)	32. K. to Q. B. third
33. R. to Q. R. square	33. P. to Q. Kt. fourth

34. R. to Q. R. sixth (check)	34. K. to Q. Kt. second
35. R. to Q. R. square (*e*)	35. K. to Q. Kt. third
36. R. to Q. Kt. square	36. P. to Q. Kt. fifth
37. R. to Q. R. square	37. K. to Q. Kt. fourth
38. R. to K. square	38. P. to Q. Kt. sixth
39. P. to K. fifth	39. P. takes P.
40. R. takes P.	40. P. to Q. Kt. seventh
41. B. to K. Kt. second	41. R. takes Kt.
42. R. to Q. Kt. square	42. R. takes B.

And mates.

Notes.

(*a*) A loss of valuable time.

(*b*) An interesting variation arises here. Suppose:—

16. R. to K. Kt. square	16. P. to K. R. fifth
17. B. to K. B. square	17. P. takes B.
18. B. takes Q.	18. P. takes Kt.
19. R. to K. R. square	19. R. takes B.

and although Black has got a Queen for two Knights we prefer White's game.

(*c*) Apprehensive of losing a little time if he paused in the attack.

(*d*) Variation:—

24. B. to K. Kt. second	24. R. takes Kt.
25. R. takes R.	25. R. takes R.
26. R. to K. Kt. square	26. R. takes B. (check)
27. R. takes R.	27. Kt. takes R.
28. K. takes Kt.	28. P. takes P., and wins.

(*e*) Perhaps it would have been better to have occupied Q. sixth square.

Game II.

Between the same opponents.

White. (Mr. Brien.)	*Black.* (Mr. N——.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. Kt. fifth	3. Kt. to Q. fifth
4. Kt. takes Kt.	4. P. takes Kt.
5. P. to Q. third	5. B. to Q. B. fourth
6. Castles	6. P. to Q. R. third
7. B. to Q. B. fourth	7. P. to Q. B. third
8. B. takes P. (check)	8. K. takes B.
9. Q. to K. R. fifth (check)	9. P. to K. Kt. third
10. Q. takes B.	10. Q. to K. B. third

11. P. to K. fifth	11. Q. to K. R. fifth
12. P. to K. B. fourth	12. Kt. to K. R. third
13. P. to K. B. fifth	13. Kt. takes P.
14. P. to K. Kt. third	14. Q. to K. Kt. fifth
15. P. to Q. B. third	15. Q. to K. seventh
16. P. takes P.	16. K. to K. Kt. second
17. R. takes Kt.	17. P. takes R.
18. Q. to K. seventh (check)	18. K. to K. Kt. square
19. Q. to K. Kt. fifth (check)	19. K. to K. B. square
20. Q. takes P. (check)	20. K. to K. square
21. Kt. to Q. B. third	21. Q. to K. eighth (check)
22. K. to K. Kt. second	22. R. to K. B. square
23. Q. to K. R. fifth (check)	23. R. to K. B. second
24. B. to K. B. fourth	24. Q. takes R.
25. Kt. to K. fourth	25. Q. takes Q. Kt. P. (check)
26. B. to Q. second	26. Q. takes P. at Q. fifth
27. Kt. to Q. sixth (check)	27. K. to Q. square

The game was abandoned at this point, there not being time to finish it. Perhaps with the best play White should win the game.

Game III.

Between the same opponents.

(*Remove Black's K. Kt.*)

White. (Mr. N——.)	*Black.* (Mr. Brien.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. to K. fifth	3. P. to Q. R. third
4. B. to Q. third	4. P. to Q. B. fourth
5. P. to Q. B. fourth	5. P. takes Q. B. P.
6. B. takes P. at Q. B. fourth	6. P. takes P.
7. Kt. to K. B. third	7. Kt. to Q. B. third
8. Castles	8. P. to K. R. third
9. B. to K. B. fourth	9. B. to Q. B. fourth
10. Q. to Q. third	10. P. to Q. Kt. fourth
11. B. to Q. Kt. third	11. B. to Q. Kt. second
12. P. to Q. R. third	12. Q. to Q. second
13. Q. Kt. to Q. second (*a*)	13. P. to K. Kt. fourth

14. B. to K. Kt. third	14. Castles (Q. R.)
15. Kt. to K. fourth	15. B. to K. second
16. Q. R. to Q. B. square (*b*)	16. K. to Q. Kt. square
17. K. Kt. to Q. second	17. P. to K. R. fourth
18. P. to K. R. third	18. P. to K. R. fifth
19. B. to K. R. second	19. Q. R. to K. Kt. square
20. P. to K. Kt. fourth (*c*)	20. P. takes P. *en passant*
21. P. takes P.	21. R. takes P.
22. R. takes P.	22. Kt. takes P.
23. Q. to K. B. square	23. Q. R. to K. R. square
24. Kt. to Q. B. fifth (*d*)	24. B. takes Kt.
25. R. takes Q.	25. Kt. takes R. (*e*)
26. Q. to K. B. second	26. P. to Q. sixth
27. R. takes B.	27. Kt. takes R.
28. Q. takes Kt.	28. R. takes B.

And the game was eventually drawn.

Notes.

(*a*) Menacing a terrible attack at K. fourth, which the large odds given by the second player leaves him no means of averting.

(*b*) "Kt. to K. B. sixth" would perhaps have been still stronger, but the move in the text is also a good one.

(*c*) Rather hazardous. He could have defended the position by the simple rejoinder, "P. to K. B. third," but the temptation to bring the K. Rook into play immediately, was considerable.

(*d*) Had he played "Kt. to K. B. sixth," Black could have replied with "B. takes Kt.," and if his Queen were then taken, have captured the Bishop with a good game. Again, the moves might have run :—

24. Kt. to K. B. sixth	24. B. takes Kt.
25. Kt. takes R.	25. Q. or B. takes K. P.
26. R. takes B. and wins.	

But if, instead of moving his Knight, he had withdrawn his Rook to K. B. second, Black would have gained an immediate advantage in position by the advance of his Knight to K. Kt. fifth.

(*e*) Black's original intention was to take the Bishop at this point. The following variation will show the result of the line of play designed :—

	25. R. takes B.
26. R. to K. eighth (check) or (A)	26. R. takes R.
27. K. takes R.	27. R. to K. R. square (check)
28. K. to K. Kt. square (best)	28. R. to K. R. eighth (check)
29. K. to K. B. second	29. R. takes Q. (check)
30. K. takes R. (best)	30. Kt. to Q. sixth

with the best game.

(A)

	25. R. takes B.
26. R. takes B. (check)	

this seems to be the best resource.

	26. K. takes R.
27. R. takes B.	27. R. to K. R. eighth (check)
28. K. to K. B. second	28. R. to K. B. square (check)
29. K. to K. second	29. K. R. takes Q.
30. R. takes Kt. or Kt takes R.	

with the advantage.

Probably Black's best play at move 24. was not to sacrifice his Queen, but to move her to K. square.

We have just received the report of the annual meeting of the British Chess Association, held at Cambridge in August, 1860. The report fully explains the reasons of the failure of that meeting. Among other things, it says:—

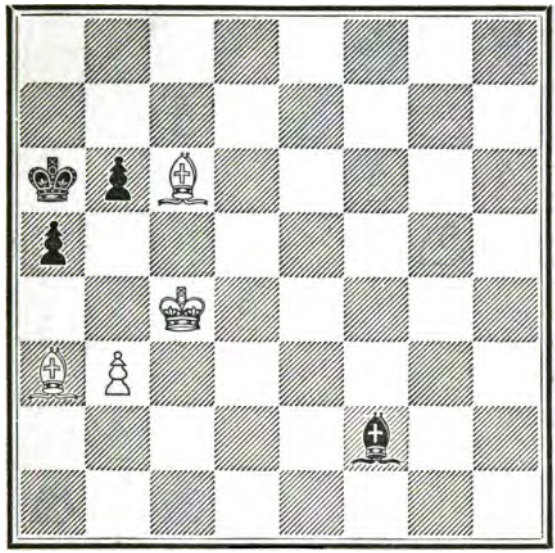
"They were not at this time aware that the so-called General Committee was a fiction—existing only on paper—that there was in reality no responsible body to which they could look for direction, and that Mr. STAUNTON was only the self-constituted mouth-piece of the Association. Had this fact been brought clearly before them at the outset, they would, in all probability, have declined any further connection with the proposed Meeting, so hopeless would have seemed the task of bringing together and reconciling the discordant elements of the Chess world, highly charged as they are with mutual antipathies and repulsions. The Committee do not propose to inquire into the causes which have led to this state of things—this miserable cliqueism—the existence of which is unhappily too notorious; they need only observe that nothing would have induced them to attempt the task of organizing a Meeting, but the conviction that they would have the advice and support of some central Committee representing the various sections of Chess Players, whose co-operation it was desirable to secure."

We also read the following on the back of the title-page:—

"Since going to Press, the Committee have received a Programme of the next meeting of the Association, which is to come off at Bristol, early in September. The most noticeable point about this scheme, which certainly promises well,—at least on paper—is the suggestion, that each member should subscribe a guinea, instead of the ordinary fee of five shillings, and a remark is appended to the effect that the adoption of the suggestion 'would conduce much to the interests of the Association.' There is a charming *näiveté* about this which disarms all criticism. Like every true inspiration, it is characterised by a severe simplicity, forcibly recalling that grand financial scheme—the offspring of unappreciated genius—for discharging the National Debt, by bottling off the Thames and selling it at a guinea a bottle. With their own experience fresh in their recollection, the Cambridge Committee may perhaps be allowed to congratulate their successors on this happy device of 'a guinea subscription,' and at the same time to express their very sincere wish that they may get it."

No. 169. Chess Study by Herr HORWITZ.

BLACK.



WHITE.

White to move, and win.

No. 170. Problem by Herr HORWITZ, from actual play.

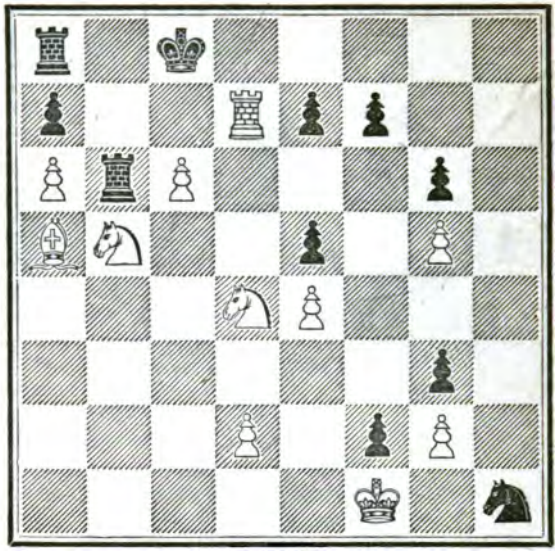
BLACK.

WHITE.

White to move, and mate in six moves.

No. 171. Problem by S. A. HARRISON, Esq.

BLACK.



WHITE.

White, to move, and mate in three moves.

No. 172. This very intricate Position is the composition of Mr. T. SIMPSON, Secretary of the Hanley Chess Club.

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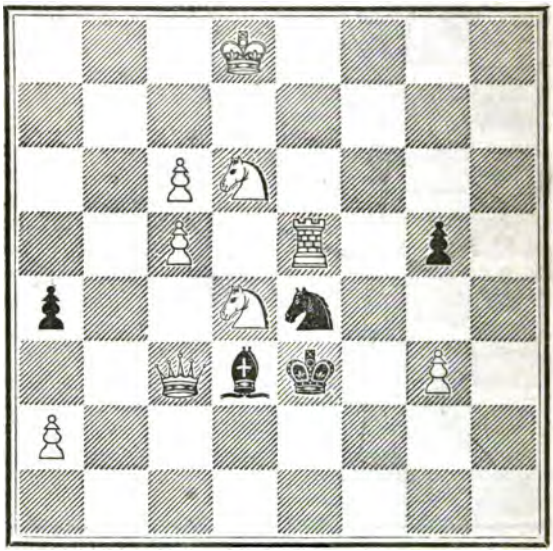


WHITE.

White to move, and mate in four moves.

WEST YORKSHIRE CHESS ASSOCIATION.

(*From the Leeds Mercury.*)

THE Sixth Annual Meeting of this Association was held on Saturday last, in the Grand Jury Room of the Town Hall, Leeds, and was one of the most successful meetings which has hitherto taken place. The meeting was presided over by John Rhodes, Esq., the President of the Leeds Chess Club; R. Cadman, Esq., being Vice President. The principal Chess players in the Riding were present, but the chief attraction was the presence of Herr Kolisch, who having beaten most of the best Chess players in the Old World, has challenged Mr. Morphy, the American, with the view of crowning his laurels. Other Chess celebrities were present, viz., G. Walker, Esq., and Herr Kling, of London; and Mr. Stanley of Manchester. Several other players from a distance also honoured the Association by attending. The different clubs forming the society were well represented, with the exception of those of Halifax and Settle. R. Barr, Esq., J. D. Luccock, Esq., J. M. Barwick, Esq., J. Benson, Esq., Henry Turkington, Esq., Messrs. Myers, Bishop, Winterbottom, Clay, Thornton, and B. C. Pullan, Hon. Sec. of the Leeds Chess Club, with several other gentlemen, represented Leeds. From Bradford there were Messrs. Heselton, Ammelburg, Barker, Tetley, Macfarlane, Landolphe, Broughton, Heseltine, R. Milligan, Jun., Hahlo, Smith, Johnson, Starth, Guy, and Fieldsend; from Wakefield, Messrs. Shepherd, Fawcett, Young, Robinson, Tomlinson, Elliott, Hunter, Day, Oswald, Bell, and Paver; from Huddersfield, Messrs. Watkinson, Parratt, Marsden, Brooke, Taylor, E. Watkinson, and Shaw; and from Sheffield, the Rev. E. P. Pierpoint and Mr. Thorold. The proceedings commenced by Herr Kolisch playing Mr. Walker and Mr. Rhodes, in consultation, a game which was won by Herr Kolisch, and which will be found annexed. Herr Kolisch afterwards played ten separate games simultaneously, with Messrs. Rhodes, Shepherd, Watkinson, Myers, Newman, Elliott, Walker, Hunter, Young, and the Rev. E. P. Pierpoint, and was victorious in all, with the exception of three, one of which Mr. Rhodes won, the second Mr. Newman drew, and the third, contested by Mr. Hunter, was not finished on account of the lateness of the hour to which it had been protracted. Arrangements were however entered into for the termination of the game at some future period. Other matches, and two tournaments for a set of chessmen each, were played during the day. Seven of the strongest players entered the first class tournament, Mr. Cadman doing double duty. The result of the first draw placed Mr. Stanley and Mr. Cadman, Mr. Thorold and the Rev. E. P. Pierpoint, Mr. Wilson and Mr. Watkinson, and Mr. Cadman and Mr. Parratt in antagonism to each other, and ended in the defeat of the Rev. E. P. Pierpoint, Mr.

Watkinson, and Mr. Cadman. On the second round, Mr. Stanley and Mr. Parratt beat their opponents, Mr. Wilson and Mr. Thorold. Mr. Parrat being obliged to leave, could not play the concluding game with Mr. Stanley, and in consequence resigned, leaving Mr. Stanley the victor. In the second class tournament much good play was also shown: Mr. Taylor and Mr. Marsden, Mr. Brook and Mr. Heselton, Mr. Ammelburg and Mr. Barker, Mr. Heald and Mr. Ward were competitors. Messrs. Marsden, Heselton, Ammelburg, and Heald beat their opponents. The second draw placed Mr. Heald and Mr. Marsden, and Mr. Ammelburg and Mr. Heselton against each other, and resulted in Mr. Marsden and Mr. Ammelburg being left to contest the prize, which, Mr. Marsden, after some hard fighting, bore away. Many other good and hardly contested games were played by the visitors and members. At six o'clock an excellent tea, provided by Mr. Bullivant, was served in the refreshment room of the Town Hall, of which seventy gentlemen partook. After tea, Mr. Rhodes briefly expressed the pleasure he felt in seeing so many gentlemen at the meeting, and in welcoming so many distinguished players as had honoured the occasion with their presence. Mr. Shepherd then moved a vote of thanks to Mr. Walker, Herr Kling, Mr. Stanley, and Mr. Wilson, which was acknowledged by Mr. Walker, and a similar compliment was enthusiastically paid to Herr Kolisch, on the motion of Mr. Bishop. Herr Kolisch responded, and after observing, that in no country was Chess so thoroughly cultivated as in England, he said his own play had been very much strengthened by the opportunities he had had of trying his skill with really good English players. Mr. Shepherd then proposed that the Association should meet at Wakefield next year, which was carried, and a vote of thanks having been passed to Mr. Rhodes, play was resumed and continued until ten o'clock, when all parties separated, mutually satisfied with the day's entertainment. It is hoped the meeting will have its influence in awakening the apathy which so many persons professing to play Chess evince towards the game, and stir them up to a little more euthusiasm. Some of the Chess clubs forming the Association are in a most unsatisfactory condition. Leeds once possessed the strongest provincial Chess club; now it numbers but few members. It does the town no credit to confess this. There are many Chess players in Leeds through whose means its Chess club ought to regain its former position. Chess players ought to come together for competition, for in the diversity of play can a player alone arrive at excellence.

Game between Herr KOLISCH and Messrs. RHODES and WALKER.

(Philidor's defence to the Knight's Game.)

White. (Herr KOLISCH).	*Black.* (Messrs. RHODES and WALKER.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. P. to Q. third
3. P. to Q. fourth	3. P. to K. B. fourth
4. P. takes K. P.	4. P. takes K. P.
5. Kt. to Kt. fifth	5. P. to Q. fourth
6. P. to K. sixth	6. K. Kt. to R. third
7. Q. Kt. to B. third	7. P. to Q. B. third
8. P. to K. B. third	8. B. to Q. Kt. fifth
9. P. takes P.	9. Castles (*a*)
10. P. takes Q. P.	10. P. takes Q. P. (*b*)
11. Q. to Q. third	11. P. to K. Kt. third (*c*)
12. Q. to Q. R. third	12. Q. to K. B. third
13. Q. takes Kt.	

And White resigns.

Notes.

(*a*) This is a wretched move for a consultation game; any thing would have been better.

(*b*) This is another of those bad moves which we cannot qualify; why not take the Pawn with the Queen instead.

(*c*) Even now, "Kt. to K. B. fourth" would have been preferable.

This amusing little game has lately been played between Messrs T. H. LEWIS and an AMATEUR.

White. (Mr. LEWIS.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. P. to Q. fourth
3. P. takes P.	3. P. to K. fifth
4. Q. to K. second	4. Kt. to K. B. third
5. Kt. to Q. B. third	5. B. to K. Kt. fifth
6. Kt. takes P.	6. B. takes Kt.
7. Kt. takes Kt.	

And mates.

Game by Correspondence between Mr. ALFRED KEMPE and CAPT. MILLS.

(*Petroff's Defence.*)

White. (Mr. KEMPE.)	*Black.* (CAPTAIN MILLS.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. K. Kt. to B. third
3. Kt. takes P.	3. P. to Q. third
4. Kt. to K. B. third	4. Kt. takes P.
5. Q. to K. second	5. Q. to K. second
6. P. to Q. third	6. Kt. to K. B. third
7. Kt. to Q. B. third	7. P. to Q. B. third
8. B. to K. Kt. fifth	8. Q. takes Q. (check)
9. B. takes Q.	9. B. to K. second
10. Castles (Q. R.)	10. P. to K. R. third
11. B. takes Kt.	11. B. takes B.
12. Kt. to K. fourth	12. B. to K. second
13. Q. R. to K. square	13. Castles
14. P. to Q. fourth	14. P. to Q. Kt. fourth
15. B. to Q. third	15. B. to K. third
16. P. to K. R. third	16. Kt. to Q. second
17. P. to K. Kt. fourth	17. P. to Q. R. fourth
18. P. to K. Kt. fifth	18. P. to K. R. fourth
19. K. to Kt. square (*a*)	19. P. to K. Kt. third
20. Kt. to K. R. fourth	20. Q. R. to K. square
21. P. to K. B. fourth	21. B. to Q. fourth (*b*)
22. K. R. to Kt. square	22. B. to K. third
23. P. to K. B. fifth	23. B. takes P.
24. Kt. takes B.	24. P. takes Kt.
25. Kt. to Kt. third (*c*)	25. B. takes P. (*d*)
26. R. takes R.	26. R. takes R.
27. Kt. to K. second	27. P. to K. B. third
28. P. to K. R. fourth	28. P. to Q. B. fourth (*e*)
29. B. takes Q. Kt. P.	29. P. takes P.
30. P. takes B.	30. P. takes P.
31. R. takes P. (check)	31. K. to B. second
32. R. takes P. (check)	32. K. to Kt. third
33. R. to Q. fifth	

And Black resigned.

Notes.

(*a*) An important *coup de repos*, as will be seen presently.
(*b*) Lost move.
(*c*) A snare.
(*d*) Black evidently relies on the check with the Rook, oblivious of White's 27th move in reserve. Now is seen the importance of the 19th move.
(*e*) In the forlorn hope of escaping some of the peril by planting the Kt. at K. fourth, if White takes Q. B. P.

Game between Mr. ALFRED KEMPE and Mr. SOREL, the former playing without sight of board or men.

(*King's Gambit.*)

White. (Mr. KEMPE.)	*Black.* (Mr. SOREL.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. Kt. to B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. B. to K. Kt. second
5. Castles	5. P. to Q. B. third (*a*)
6. P. to Q. fourth	6. P. to Q. third
7. Q. Kt. to B. third	7. P. to Q. Kt. fourth
8. B. to Q. Kt. third	8. B. to Q. R. third (*b*)
9. Q. Kt. to K. second	9. P. to K. Kt. fifth
10. Q. B. takes P. (*c*)	10. P. takes Kt.
11. R. takes P.	11. P. to K. B. third (*d*)
12. P. to K. fifth (*e*)	12. Q. P. takes P.
13. P. takes P. (*f*)	13. Q. takes Q. (check)
14. R. takes Q.	14. P. to Q. Kt. fifth (*g*)
15. P. takes K. B. P.	15. Kt. takes P. (*h*)

And White mates in four moves.

Notes.

(*a*) Not so good as "P. to Q. third."
(*b*) Threatening to win "the exchange."
(*c*) The best method of continuing the attack.
(*d*) To prevent "B. takes K. B. P. (check)" but the move is weak. "P. to Q. fourth," or "Q. to K. second," seems more to the purpose.
(*e*) An attacking move.
(*f*) Although minus a piece, White challenges exchange of Q., foreseeing that the recapture brings the Q. R. into active co-operation.
(*g*) Black has an embarassing position. He dare not take K. P., for then White would win by "B. to K. Kt. fifth." If "Q. Kt. to Q. second," White can double the Rooks on Q.'s file with powerful effect.
(*h*) Fatal. "B. takes P." is clearly better, although even then White maintains a galling attack and wins a piece without great nicety of defence.

Game by Correspondence between CAPTAIN MILLS and MR. ALFRED KEMPE.

(*Queen's Gambit declined.*)

White. (CAPTAIN MILLS.)	*Black.* (MR. KEMPE.)
1. P. to Q. fourth	1. P. to Q. fourth
2. P. to Q. B. fourth	2. P. to K. third
3. Kt. to Q. B. third	3. P. to Q. B. fourth
4. P. to K. third	4. Kt. to K. B. third
5. Kt. to K. B. third	5. Kt. to Q. B. third
6. P. to Q. R. third	6. P. to Q. R. third
7. B. to K. second (*a*)	7. P. to Q. Kt. third
8. P. to K. R. third	8. B. to Q. Kt. second
9. Kt. to K. R. second (*b*)	9. B. to Q. third
10. P. to K. B. fourth (*c*)	10. P. takes Q. P.
11. K. P. takes P. (*d*)	11. Q. P. takes P.
12. B. takes P.	12. Kt. to Q. R. fourth
13. B. to B. square	13. Q. to B. second
14. Kt. to K. B. third (*e*)	14. B. takes P.
15. B. takes B.	15. Q. takes B.
16. Q. to Q. second	16. Q. to Kt. sixth (check)
17. Q. to B. second	17. Q. takes Q. (check)
18. K. takes Q.	18. Kt. to Q. Kt. sixth
19. R. to Q. square	19. R. to Q. square
20. B. to B. fourth	20. B. takes Kt.
21. P. takes B. (*f*)	21. Kt. takes P.
22. B. takes P.	22. Kt. to R. fourth
23. B. checks	23. K. to K. second
24. B. to R. fourth	24. P. to K. fourth
25. K. R. to K. square	25. P. to B. third
26. P. to Q. Kt. fourth	26. Kt. to K. B. fifth
27. K. to Kt. third	27. P. to R. fourth
28. P. to K. R. fourth (*g*)	28. Kt. to B. fourth (check)
29. K. to R. second	29. Kt. takes P.
30. B. to B. sixth (*h*)	30. R. to Q. B. square
31. Kt. to Q. fifth (check)	31. Kt. takes Kt.
32. B. takes Kt.	32. R. to B. sixth
33. P. to K. B. fourth	33. R. to Q. square (*i*)
34. R. to K. fourth	34. R. takes Q. R. P.

35. P. takes P.	35. Kt. to B. sixth (check)
36. K. to Kt. second	36. Kt. takes P.
37. K. R. to Q. fourth	37. Kt. to Kt. fifth
38. R. to K. fourth (check)	38. K. to B. square

And White resigns.

Notes.

(*a*) "P. to Q. Kt. third" is better play.
(*b*) He should have taken Q. P. with B. P. to prevent the occupation of the diagonal.
(*c*) Imprudent; Kt. to B. square or P. to Kt. fourth is stronger. Castling does not appear good, *e.g.*:—

10. Castles	10. P. takes Q. P.
11. K. P. takes P. (best)	11. P. takes P.
12. B. takes P.	12. Kt. takes P.

(*d*) "B. P. takes Q. P." is not more satisfactory.
(*e*) Perhaps this is the best. The Pawn cannot be saved.
(*f*) Compulsory.
(*g*) This loses a Pawn, but his position is every way difficult.
(*h*) White evidently plays this with the intention of ultimately advancing the K. B. P., overlooking the resource against that attack.
(*i*) A good move.
(*j*) He must lose "the exchange" or a piece.

Game lately played between Mr. LOWE and Mr. F. HEALEY.

White. (Mr. LOWE.)	*Black.* (Mr. F. HEALEY.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to Q. Kt. fifth	3. K. Kt. to K. second
4. P. to Q. fourth	4. P. takes P.
5. Kt. takes P.	5. Kt. takes Kt.
6. Q. takes Kt.	6. Kt. to K. Kt. third (*a*)
7. Kt. to Q. B. third (*b*)	7. P. to Q. B. fourth (*c*)
8. Q. to Q. fifth	8. B. to K. second
9. Castles	9. Castles
10. P. to K. B. fourth	10. P. to Q. third
11. B. to K. third	11. B. to K. B. third
12. Q. R. to Q. square	12. B. to K. Kt. fifth
13. R. to Q. second	13. P. to Q. R. third
14. B. to K. second	14. B. takes B.
15. Kt. takes B.	15. Q. to Q. R. fourth
16. P. to Q. B. third	16. Q. R. to Q. square

17. Q. takes Q. Kt. P.	17. Q. takes Q. R. P.
18. Q. to Q. B. sixth	18. Kt. to K. second
19. Q. to B. seventh	19. Q. to Q. B. fifth
20. P. to K. fifth	20. Kt. to Q. fourth
21. R. takes Kt.	21. Q. takes Kt.
22. P. takes B.	22. Q. takes B. (check)
23. K. to R. square	23. K. R. to K. square
24. R. takes Q. P. (*d*)	24. Q. takes K. B. P.

And White resigns.

Notes.

(*a*) "P. to Q. B. third" followed by "P. to Q. third," seems to us preferabe.
(*b*) "P. to Q. fifth" would have given White a strong position.
(*c*) We cannot approve of that move.
(*d*) A rash move which cost White the game.

Games in the Match between Messrs. THOROLD and WATKINSON.

GAME IX.

Black. (Mr. THOROLD.)	*White.* (Mr. WATKINSON.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. P. to Q. third
3. P. to Q. fourth	3. P. takes P.
4. Q. takes P.	4. Q. B. to Q. second
5. Q. B. to K. Kt. fifth	5. P. to K. B. third
6. Q. B. to K. R. fourth	6. Kt. to Q. B. third
7. Q. to Q. second	7. B. to K. second
8. B. to Q. B. fourth	8. P. to K. B. fourth (*a*)
9. B. takes Kt.	9. R. takes B.
10. Q. to Q. fifth	10. R. to K. B. square
11. B. takes B.	11. Q. takes B.
12. Q. Kt. to Q. second	12. B. to K. third
13. Q. to Q. Kt. fifth	13. P. takes P. (*b*)
14. K. Kt. to K. Kt. fifth	14. Castles
15. Kt. takes B.	15. Q. takes Kt.
16. Castles (K. R.)	16. P. to K. sixth
17. Kt. to K. B. third	17. R. takes Kt. (*c*)
18. P. takes R.	18. Kt. to Q. fifth
19. Q. to K. R. fifth	19. P. to K. seventh

20. K. R. to Q. B. square	20. R. to K. B. square
21. K. to Kt. second	21. R. to K. B. third
22. P. to Q. B. third	22. R. to K. B. fourth (*d*)
23. Q. to K. Kt. fourth	23. Kt. to Q. B. third (*e*)
24. R. to K. square (*f*)	24. P. to K. Kt. third
25. P. to K. B. fourth (*g*)	25. Q. to Q. fourth (check)
26. Q. to B. third	26. Q. takes Q. (check)
27. K. takes Q.	27. P. to K. Kt. fourth
28. R. takes P.	28. Kt. to K. fourth (check)
29. K. to Kt. second	29. P. takes P.
30. P. to K. B. third	30. R. to K. Kt. fourth (check)
31. K. to B. second	31. R. to R. fourth
32. Q. R. to K. R. square	32. R. to R. sixth
33. K. to Kt. second (*h*)	33. R. to R. third
34. Q. R. to Q. square	34. R. to Kt. third (check)
35. K. to R. square	35. P. to Q. B. fourth (*i*)
36. K. R. to K. Kt. second	36. R. to R. third
37. R. to Kt. eighth (check)	37. K. to B. second
38. K. to Kt. second	38. P. to Q. Kt. fourth
39. P. to Q. Kt. fourth	39. Kt. to Q. B. fifth
40. R. to K. Kt. seventh (check)	40. K. to Kt. third
41. P. takes P. (check)	41. K. takes P.
42. K. to R. square	42. P. to Q. R. fourth
43. Q. R. to K. fourth	43. R. to K. third
44. P. to Q. R. fourth (*j*)	44. R. to K. sixth
45. Q. R. takes K. B. P.	45. R. takes Q. B. P.
46. Q. R. to K. B. fifth (check)	46. K. to Q. fifth
47. P. takes P.	47. P. to Q. R. fifth
48. K. R. to K. Kt. fourth (check)	48. K. to K. sixth
49. K. to Kt. second	49. P. to Q. R. sixth (*k*)
50. K. R. to K. fourth (check)	50. K. to Q. seventh
51. Q. R. to Q. fifth (check)	51. K. to Q. B. seventh
52. R. to Q. second (check)	52. K. to Q. B. eighth
53. K. to B. second	53. R. to Q. B. seventh
54. R. takes R. (check)	54. K. takes R.
55. K. to K. second	55. P. to Q. R. seventh
56. R. to Q. square (*l*)	56. P. to Q. fourth
57. P. to K. B. fourth	57. P. to Q. fifth

58. P. to K. B. fifth	58. P. to Q. sixth (check)
59. K. to K. square	59. Kt. to Kt. seventh (*m*)
60. P. to Q. Kt. sixth	60. Kt. takes R.
61. P. to Q. Kt. seventh	61. P. to Q. seventh (check)
62. K. to K. second	62. Kt. to Q. B. sixth (check)
63. K. to K. third	63. P. to Q. R. eighth (becoming a Queen)
64. P. to Q. Kt. eighth (becoming a Queen)	64. Q. to K. Kt. eighth (check)

And Black resigned.

Notes.

(*a*) White frees his game considerably by this move.

(*b*) Few players would have dared to venture upon this move. It is one which required the nicest calculation, and although we are not prepared to assert positively that the capture of Q. Kt. P. by Black would have cost him the game, yet the variations are so complex that we are not surprised at Black preferring another line of play.

(*c*) This sacrifice is quite sound, and properly followed up, would have won White the game.

(*d*) White had here simply to play "R. to Kt. third (check)," and then "Kt. to Q. B. seventh" next move to force the game. That this easy combination should have been overlooked in a game of such importance is most unaccountable.

(*e*) Even now it would have been better to have taken K. B. P. with Kt., when Black must have given up his Q. for R. and Kt.

(*f*) Threatening "R. takes P." next move.

(*g*) Black has now much the better game.

(*h*) Black plays all this portion of the game with great care and skill. If White here capture K. B. P., Black prettily enough takes Kt. with Rook.

(*i*) If White take P. with Kt., Black attacks Kt. with R. and obtains an improved position.

(*j*) "R. takes K. R. P." would also have been a good move here.

(*k*) This Pawn is assuming a threatening aspect, and may possibly enable White to draw the game.

(*l*) The Pawn requires immediate attention.

(*m*) This move renders Black's game quite hopeless.

GAME X.

Between the same opponents.

White. (Mr. WATKINSON.)	*Black.* (Mr. THOROLD.)
1. P. to K. fourth	1. P. to K. third (*a*)
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. P. takes P.

4. Kt. to K. B. third (*b*)	4. K. B. to Q. third
5. Kt. to Q. B. third	5. Q. B. to K. third
6. B. to Q. third	6. Kt. to K. B. third
7. B. to K. Kt. fifth	7. P. to Q. B. third
8. Kt. to K. fifth	8. P. to K. R. third
8. B. to K. R. fourth	9. Q. to Q. Kt. third
10. Q. to Q. second	10. Q. takes Q. P. (*c*)
11. Kt. to K. Kt. sixth	11. K. R. to Kt. square (*d*)
12. Kt. to Q. Kt. fifth (*e*)	12. Q. takes Q. Kt. P. (*f*)
13. Kt. takes B. (check)	13. K. to Q. second
14. Castles	14. P. takes Kt.
15. Q. R. to Kt. square	15. Q. to Q. R. sixth
16. R. takes P. (check)	16. K. to Q. square (*g*)
17. Q. to K. B. fourth	17. Q. Kt. to Q. second
18. R. to K. square	18. P. to K. Kt. fourth
19. Kt. to K. B. seventh (check)	19. K. to K. second (*h*)
20. Q. to K. third	20. K. R. to K. square (*i*)
21. Kt. to Q. sixth (*j*)	21. K. to B. square (*k*)
22. Kt. takes R.	22. R. takes Kt.
23. B. to K. Kt. third	23. P. to Q. R. fourth
24. B. to K. Kt. sixth (*l*)	24. Q. takes Q.
25. R. takes Q.	25. P. to Q. fifth
26. R. to K. square	26. K. to K. second
27. B. takes R.	27. Kt. takes B.
28. R. to Q. R. seventh	28. P. to K. R. fourth
29. R. takes Q. R. P. (*m*)	29. P. to K. R. fifth
30. P. to K. B. fourth	30. P. takes B.
31. P. to K. B. fifth	31. P. takes P. (check)
32. K. takes P.	32. Kt. to Q. B. second
33. P. takes B.	33. Kt. takes P.
34. Q. R. takes K. Kt. P.	

And in a few moves Black resigned.

Notes.

(*a*) This is the first instance in the match of this opening being played. It is one which shuts out all the scientific "book" openings, and throws the players at once on their own resources.

(*b*) "P. to Q. B. fourth" is generally played here. The move made, however, strikes us as being for some reasons preferable.

(*c*) Gaining a Pawn at the expense of a very lively attack which White has in store for him.

(*d*) If "P. takes Kt.," White wins Q. by the check of the Bishop.
(*e*) Again a similar eventuality occurs on the opposite flank if the Kt. be captured.
(*f*) If Black play here 12. "Q. to Q. B. fourth," White replies with "P. to Q. Kt. fourth." If 12. "Q. to Kt. fifth," with "Kt. to Q. B. seventh (check)," &c.
(*g*) Capturing the Kt. would be immediately fatal.
(*h*) If "B. takes Kt." it is obviously mate on the move.
(*i*) If "K. takes B.," White wins Q. by the check of the Bishop.
(*j*) For the fourth time this Kt. is liable to be captured, but Black thinks twice about it. If either K. or Q. now take it, White's rejoinder of "B. to Kt. third" wins the game *instanter*.
(*k*) The best move doubtless.
(*l*) Winning the exchange.
(*m*) White need be in no fear for the B.

Game between Herren LÖWENTHAL and MANN, the former giving the odds of the Queen's Knight.

(*Remove White Queen's Knight.*)

(*Ruy Lopez Knight's Game.*)

White. (Herr LÖWENTHAL.)	*Black.* Herr MANN.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. Kt. fifth	3. P. to Q. R. third
4. B. to Q. R. fourth	4. Kt. to K. B. third
5. Castles	5. P. to Q. Kt. fourth
6. B. to Kt. third	6. B. to B. fourth
7. P. to B. third	7. P. to Q. third
8. P. to Q. fourth	8. B. to Kt. third
9. B. to Kt. fifth	9. Castles
10. P. to Q. R. fourth	10. Q. to K. second
11. Kt. to R. fourth	11. K. to R. square
12. B. to Q. fifth	12. B. to Kt. second
13. Q. to K. B. third	13. P. takes P.
14. Q. to Kt. third	14. Q. to K. fourth
15. P. to K. B. fourth	15. P. takes P. (dis. ch.)
16. K. to R. square	16. Q. to K. second
17. Kt. to B. fifth	17. K. takes K. P.
18. B. takes Kt.	18. Q. takes B.
19. B. to B. sixth	

And wins.

SOLUTIONS TO PROBLEMS.

No. 161. *Page* 175.

White.	*Black.*
1. Kt. to Q. B. sixth	1. B. takes Kt. (A B)
2. Kt. to K. seventh (check)	2. K. moves
3. Q. mates	
(A)	
	1. P. takes Kt.
2. Q. to Q. R. fourth	2. P. move or any move
3. Q. mates	
(B)	
	1. K. takes Kt.
2. Q. to R. sixth (check)	2. K. moves
3. Q. mates	

No. 162. *Page* 175.

White.	*Black.*
1. R. to R. seventh (check)	1. K. to Kt. square or (A)
2. K. to B. third	2. R. to Q. R. fifth
3. K. to Q. third *	3. R. to Q. Kt. fifth
4. K. to K. third	4. R. to Q. R. fifth
5. K. to B. third	5. R. to Q. Kt. fifth
6. K. to Kt. third	6. R. to Q. R. fifth
7. R. to Q. B. seventh	7. R. to Q. R. sixth (check)
8. K. to Kt. fourth	8. R. to Q. R. fifth (check)
9. K. to Kt. fifth	9. R. to Q. R. fourth (check)
10. K. to R. sixth	10. R. to Q. R. square
11. R. to Q. B. fifth	11. R. to Q. Kt. square
12. K. to Kt. fifth	12. R. to Q. R. square
13. P. to R. sixth	13. R. to Q. Kt. square
14. P. to R. seventh, and wins.	

* If White were to push Pawn to R. sixth the game must be drawn by Black playing "R. to K. Kt. fifth."

	(A)
	1. K. to B. third
2. K. to B. third	2. R. to Kt. eighth *
3. K. to Q. fourth	3. R. to Kt. fourth
4. K. to K. fourth	4. R. to Kt. eighth
5. K. to Q. fifth	5. R. to Q. eighth (check)
6. K. to Q. B. sixth	6. R. to Q. B. eighth (check)
7. K. to Q. seventh †	7. R. to Q. R. eighth
8. R. to B. seventh (check)	8. K. to Kt. fourth
9. P. to Kt. seventh	9. R. to Q. R. square
10. K. to K. sixth	10. R. to K. Kt. square
11. R. to K. seventh	11. K. to R. third
12. K. to B. sixth	12. R. to Q. R. square
13. K. to B. seventh	13. K. to R. second
14. P. to R. sixth, and wins.	

* Black can neither play King or quit Kt.'s file, as White would, in either case, push Pawn to Kt. seventh, winning.

† The only mode of winning.

No. 163. *Page* 176.

White.	*Black.*
1. Kt. to Q. Kt. seventh	1. B. or K. takes P.
2. Q. to Q. B. fifth	2. K. or B. moves
3. Kt. mates	

No. 164. *Page* 176.

White.	*Black.*
1. R. checks	1. Kt. takes R. or (A)
2. Q. to K. B. sixth (check)	2. K. takes Q.
3. Kt. mates	
(A)	
	1. K. moves
2. Q. to Q. B. fourth (check)	2. K. or Kt. takes Q.
3. R. or Kt. mates accordingly.	

No. 165. *Page* 191.

White.	*Black.*
1. Kt. to K. seventh	1. K. to Q. fifth or (A) (B)
2. R. takes K. P.	2. K. takes B.
3. Kt. to Q. B. sixth, and mates next move.	
(A)	
	1. R. takes R.
2. Kt. to Q. sixth (check)	2. K. to B. fifth
3. R. to Kt. third, and mates next move.	
(B)	
	1. P. takes R.
2. Kt. to B. fifth (check)	2. K. to Q. fifth
3. B. takes P. on Black's Kt.'s sixth	3. Anything
4. Kt. mates	

No. 166. *Page* 191.

White.	*Black.*
1. Q. to K. B. eighth	1. K. moves
2. R. to Q. square	2. K. moves
3. Kt. to Q. B. fourth	3. P. takes Kt.
4. P. to Q. fifth (check)	4. K. moves
5. R. to Q. R. sixth	5. P. to Q. B. fifth
6. Q. to K. B. fourth (check)	6. P. covers
7. P. takes P. *en passant*, double check, and mates.	

No. 167. *Page* 192.

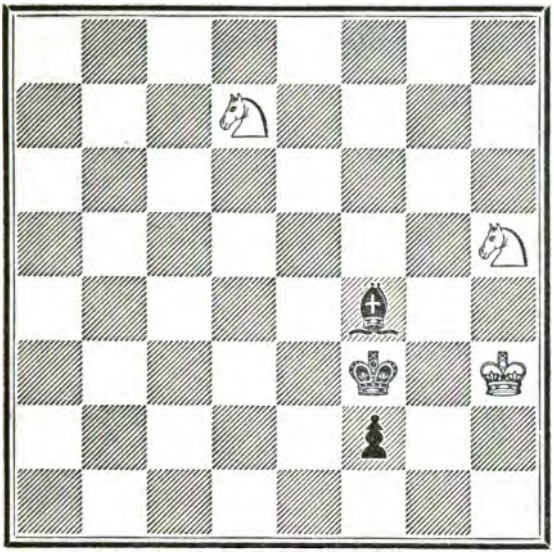
White.	*Black.*
1. B. takes P.	1. K. takes B.
2. Kt. to K. fifth	2. Anything
3. Q. mates	

No. 168. *Page* 192.

White.	*Black.*
1. Kt. to Q. B. sixth (check)	1. P. takes Kt.
2. B. to K. Kt. fifth	2. Anything
3. B. to K. second	3. Anything
4. P. mates	

No. 173. Chess Study by Herr Kling.

BLACK.



WHITE.

White, with the move, can draw.

No. 174. Problem by J. Watts, Esq.

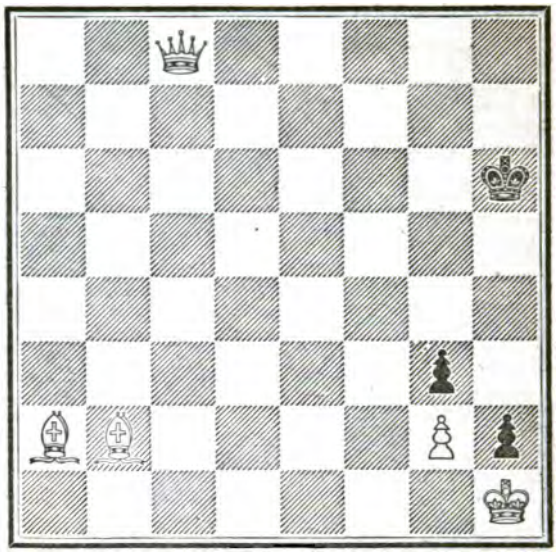
BLACK.

WHITE.

White to move, and mate in five moves.

No. 175. Problem by Herr KLING.

BLACK.

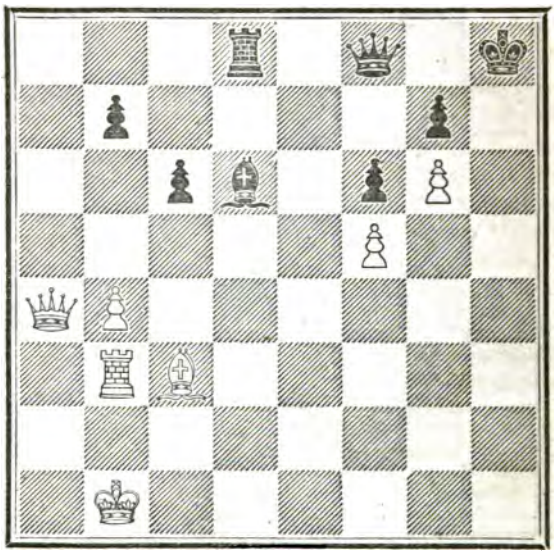


WHITE.

White moves first, and checkmates Black on his Q. B. seventh, in seven moves.

No. 176. End Game which occurred in actual play.

BLACK



WHITE.

White (Mr. P. Jones, Jun.) having the move, gave mate in six moves.

THE BRITISH CHESS ASSOCIATION.

THE Meeting of this Association which will take place on the 15th of September, bids fair to be one of the most successful gatherings of chess-players ever witnessed in this country. The zeal of the Managing Director, Herr LÖWENTHAL, always conspicuous in all that concerns Chess, has in this instance surpassed all his former achievements. Thus, not only has he secured the presence and services of Herr KOLISCH for the Meeting, but has also succeeded in determining Mr. PAULSEN, the celebrated American blindfold player, to pay a visit to Bristol on this occasion, and to astonish those present by his unrivalled performances. During the days of the Meeting will also be played a series of games by the telegraphic wire, between Bristol and London. The liberal proprietor of the Grand Cigar Divan in the Strand (102), Mr. RIES, has made arrangements with the Telegraph Company, to bring the wires to his establishment, where the games will be played on the part of the London players; in Bristol, the telegraph will also be established in the place of the Meeting. This rare performance will certainly give additional zest to the meeting. We have also been informed that most of the players of note in England have already promised their attendance on the occasion. Thus, although the Meeting of last year at Cambridge was an entire failure, we have every reason to believe that the one at Bristol will be a perfect success. Secretaries of Chess Clubs in the country, in case their Clubs are willing to take part in the matches, to communicate immediately with the Managing Director, Herr LÖWENTHAL.

The *Era* says:—As the Meeting of the Association approaches, great interest is manifested by the various Clubs and Provincial Societies; applications are pouring in upon the Managing Director to make arrangements for Matches, &c. A Match has been arranged between Worcester and Cardiff. For the Grand Tournament, the following distinguished competitors have already entered the lists: Messrs. Boden, Stanley, V. Green, Kolisch, and Horwitz. For the minor Tournament, eight names have been entered, viz.:—Messrs. Young, Wilson, Howard, Pieconka and Puller, of the St. James's Chess Club; Messrs. Langley and Fedden, of the Cardiff Chess Club; the Hon. H. Coke, of the St. George's Chess Club; and the Rev. — Blackstone, of the Reading Chess Club.

PROFESSOR ANDERSSEN IN LONDON.

THE presence in London of the winner of the first prize in the Grand Tournament of 1851 has greatly enlivened the Chess circles of the metropolis. This distinguished amateur, whose love for the game is equal to his talent, is always and everywhere ready for the combat. Thus, immediately after his arrival, a match was arranged by the liberal patrons of Chess, the members of the London Club, in Cornhill. Professor ANDERSSEN'S opponent is no less than the challenger of MORPHY, the celebrated Herr KOLISCH, who has of late so often astonished the chess-playing world by his victories. The match, therefore, was one of intense interest, and unequalled since the days of MORPHY.

The whole of the games which we give in our present number bear the impress of superior play, and it may be safely affirmed of them that, as a whole, they are of great value; there are but few mistakes on either side, and the combinations are often of uncommon depth. Professor ANDERSSEN seems to have lost nothing of his former brilliancy; his play is still rapid and profound. His opponent, though brilliant in his combinations, is by no means a quick player, and has therefore laboured under a slight disadvantage, by the innovation of timing the play, which has been introduced in this match. Five minutes have been determined upon as the average of a move, and two hours for twenty-four moves. Each player has an hour-glass, and the penalty for not keeping time is the loss of the game. Professor ANDERSSEN did not seem at all inconvenienced by this arrangement, but not so Herr KOLISCH, who on several occasions felt the annoyance. This has, we have no doubt, in some way contributed to his defeat. In the sixth game, the reader will observe, Herr KOLISCH could have won the game, which he drew by oversight, moving the King instead of playing the Knight at the latter end of the game. Whatever may be thought of the games by the close scrutinizer, one thing is certain, that Herr ANDERSSEN is still able, as he proved, to gather fresh laurels. The members of the London Chess Club have, with their usual hospitality, given to Herr ANDERSSEN, on the 30th of July, a Whitebait dinner at Greenwich, which the veteran greatly enjoyed. The score of the Match, as will be seen below, stood at the end of the Match, ANDERSSEN 4; KOLISCH 3; Drawn 2. We regret to say, that when this comes to the hands of our readers, Herr ANDERSSEN will be on his road home.

MATCH BETWEEN MESSRS. ANDERSSEN AND KOLISCH.

GAME I.

White. (Herr KOLISCH.)	*Black.* (Herr ANDERSSEN.)
1. P. to K. fourth	1. P. to Q. B. fourth (*a*)
2. Kt. to K. B. third	2. P. to K. third
3. P. to Q. fourth	3. P. takes P.
4. Kt. takes P.	4. Kt. to K. B. third
5. K. B. to Q. third	5. Kt. to Q. B. third
6. Q. B. to K. third	6. P. to Q. fourth
7. P. takes P.	7. P. takes P.
8. P. to K. R. third	8. P. to K. R. third
9. Castles	9. K. B. to Q. third
10. Q. to K. B. third (*b*)	10. Castles
11. Kt. to Q. B. third	11. Q. Kt. to K. fourth
12. Q. to K. second	12. P. to Q. R. third
13. Q. R. to Q. square	13. K. R. to K. square
14. B. to K. B. fifth	14. Q. B. to Q. second
15. B. takes B.	15. Q. takes B.
16. Kt. to K. B. third (*c*)	16. Q. R. to Q. square
17. K. to R. square	17. K. B. to Q. Kt. square (*d*)
18. Kt. takes Kt.	18. R. takes Kt.
19. P. to K. B. fourth	19. K. R. to K. square
20. Q. to Q. third	20. Q. to Q. third
21. B. to Q. fourth	21. Kt. to K. fifth
22. Kt. takes Kt.	22. P. takes Kt.
23. Q. to K. Kt. third	23. Q. to K. B. square
24. Q. to K. third	24. P. to K. B. fourth
25. R. to K. Kt. square	25. Q. R. to Q. second (*e*)
26. Q. R. to K. B. square	26. Q. R. to K. B. second
27. P. to K. Kt. fourth (*f*)	27. P. takes P.
28. R. takes P.	28. P. to K. Kt. fourth
29. P. to K. B. fifth	29. K. to R. second
30. P. to B. sixth	30. Q. to Q. third
31. Q. R. to K. B. second	31. Q. to Q. fourth
32. P. to K. R. fourth	32. B. to K. B. fifth
33. Q. to Q. Kt. third	33. Q. to Q. second
34. P. takes Kt. P.	34. B. takes P.
35. Q. R. to K. R. second	35. K. R. to K. Kt. square

36. R. takes K. P.	36. R. takes B. P. (*g*)
37. Q. to Q. third	37. Q. R. to K. Kt. third
38. Q. R. to K. Kt. second	38. Q. to Q. B. third
39. K. R. to K. Kt. fourth	39. K. R. to K. square
40. K. to Kt. square	40. R. to K. eighth (check)
41. K. to B. second	41. R. to K. R. eighth
42. Q. to K. fourth (*h*)	42. Q. takes Q.
43. R. takes Q.	43. B. to R. fifth (check)
44. R. takes B. (*i*)	44. R. takes R. (check)
45. K. takes R.	45. R. takes R.

And White resigns.

Notes.

(*a*) Herr Anderssen appears to have faith in this *début* still, for the whole of the opening is played with the utmost care.

(*b*) To K. second were better, probably, for the attack of Black's Q. Kt. presently occasions White to lose a move in retreating.

(*c*) Intending, apparently, to make Black's isolated Q. P. a mark for attack.

(*d*) A move to which Herr Anderssen is very partial.

(*e*) Before proceeding further with this game, the reader will find it well to mark the K's. R., so as to distinguish it from the Q's. R.

(*f*) From this point the game is played by both masters with the utmost boldness, determination, and precision; and through a series of positions of the most difficult possible class, their play is of the highest order.

(*g*) It is long since we have seen anything finer than all these moves; White dare not take R. with B.

(*h*) Singularly enough, this move loses White the exchange, and costs Herr Kolisch the game—of which, however, he has, notwithstanding, good reason to be proud.

(*i*) If K. move to B. third, Black clearly gains a R. by playing "K. R. to K. R. sixth (check)," winning a R. Young students will perceive that in the closing position White has no chance of drawing with his B. and Pawns against the adverse R. and Pawns.

GAME II.

Between the same Opponents.

White. (Herr ANDERSSEN.)	*Black.* (Herr KOLISCH.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. P. takes P.
4. Kt. to K. B. third	4. Kt. to K. B. third
5. B. to Q. third	5. B. to Q. third
6. Castles	6. Castles

7. P. to K. R. third	7. P. to K. R. third
8. P. to Q. B. fourth	8. P. to Q. B. third
9. Kt. to Q. B. third	9. Q. B. to K. third
10. P. takes P.	10. P. takes P.
11. Q. B. to K. third	11. Kt. to Q. B. third (*a*)
12. Q. to Q. second	12. K. R. to K. square
13. Q. R. to K. square	13. Q. Kt. to K. second
14. Kt. to K. fifth	14. Q. B. to K. B. fourth
15. P. to K. B. fourth	15. Q. R. to B. square
16. P. to K. Kt. fourth (*b*)	16. Kt. to K. fifth
17. Q. to K. Kt. second	17. Kt. takes Kt.
18. P. takes Q. B.	18. K. Kt. to K. fifth
19. B. takes Kt.	19. Q. P. takes B.
20. Q. takes K. P. (*c*)	20. P. to K. B. third (*d*)
21. Kt. to K. Kt. fourth	21. B. to Q. Kt. fifth
22. Q. R. to K. second	22. Kt. to Q. fourth
23. Q. to Q. third	23. K. to R. square
24. B. to Q. B. square (*e*)	24. Q. to Q. second (*f*)
25. R. takes R.	25. R. takes R.
26. Kt. to K. third	26. B. to Q. R. fourth
27. P. to Q. R. third	27. Kt. takes Kt.
28. B. takes Kt.	28. B. to Kt. third
29. B. to K. B. second	29. Q. to Q. fourth
30. K. to R. second	30. R. to K. fifth
31. B. to K. third	31. Q. takes K. B. P.
32. P. to Q. Kt. fourth (*g*)	32. B. to Q. B. second
33. P. to Q. fifth	33. R. takes B. P.
34. Q. takes Q.	34. R. takes Q. (dis. check)
35. K. to Kt. second	35. R. takes Q. P.
36. B. takes R. P.	36. R. to K. Kt. fourth (check)
37. K. to B. second	37. R. to K. Kt. sixth
38. R. to Q. square	38. R. takes Q. R. P.
39. B. to Q. B. fifth	39. P. to Q. Kt. third
40. B. to K. third	40. R. to Kt. sixth
41. R. to Q. fourth	41. B. to K. fourth
42. R. to Q. eighth (check)	42. K. to R. second
43. B. takes Kt. P.	43. R. takes Kt. P.
44. B. to K. third	44. R. to Kt. seventh (check)

45. R. covers	45. R. takes R.
46. B. takes R.	46. K. to Kt. third

And wins.

Notes.

(*a*) The positions on the two sides are now perfectly similar.

(*b*) Now the game begins to assume a very interesting aspect; this move, together with the one following it, are quite in Anderssen's artistic style.

(*c*) By making this capture White gains a Pawn, but subjects himself to a most harassing series of attacking moves from Black's pieces. We believe "P. to K. B. sixth" would have been far better.

(*d*) Black proceeds to take advantage of his situation in correct style, and all his moves, hereabouts, are most carefully considered.

(*e*) White has now a most uncomfortable game to play.

(*f*) At this juncture we believe Herr Kolisch might also have played:—

	24. Q. R. takes B.
25. K. R. takes R.	25. Kt. takes K. B. P.
26. R. takes R. (check)	26. Q. takes R.

and have come off with the better game.

(*g*) Owing to Herr Anderssen's having a bad game, there is no opportunity for that high order of play which characterised the first contest.

GAME III.

Between the same opponents.

White. (Herr KOLISCH.)	*Black.* (Herr ANDERSSEN.)
1. P. to K. fourth	1. P. to K. third
2. Kt. to K. B. third	2. P. to Q. B. fourth
3. P. to Q. fourth	3. P. takes P.
4. Kt. takes P.	4. Kt. to K. B. third
5. B. to Q. third	5. Kt. to Q. B. third
6. B. to K. third	6. P. to Q. fourth
7. P. takes P.	7. P. takes P.
8. Castles	8. B. to Q. third
9. P. to K. R. third	9. P. to K. R. third
10. Kt. to Q. B. third	10. Castles
11. Q. to Q. second	11. R. to K. square
12. Q. R. to Q. square	12. K. B. to Q. B. second
13. K. R. to K. square	13. Q. to Q. third
14. Kt. to K. B. third	14. P. to Q. R. third (*a*)
15. Q. B. takes R. P. (*a*)	15. R. takes R. (check)
16. R. takes R.	16. P. takes Q. B.

17. Q. takes P.	17. Kt. to K. fifth
18. Q. to K. R. fifth	18. P. to K. B. fourth (*b*)
19. Kt. takes Q. P.	19. Q. takes Kt.
20. B. takes Kt.	20. Q. to Q. second
21. B. to Q. fifth (check)	21. K. to Kt. second
22. Q. to Kt. sixth (check)	

And Black resigned.

Notes.

(*a*) What was Herr Anderssen about here? this was evidently an oversight, allowing White to sacrifice his Bishop; Kt. to K. fourth was the move, by which we believe Black would have had the better game.

(*b*) This is another and deadly oversight; by "B. to K. third" it appears to us Black might yet have saved the game.

GAME IV.

Between the same opponents.

(*Irregular opening.*)

White. (Herr ANDERSSEN.)	*Black.* (Herr KOLISCH.)
1. P. to K. B. fourth	1. P. to K. third
2. Kt. to K. B. third	2. P. to Q. fourth
3. P. to K. third	3. P. to Q. B. fourth
4. B. to Q. Kt. fifth (check)	4. Kt. to Q. B. third
5. B. takes Kt.	5. P. takes B.
6. P. to Q. B. fourth]	6. B. to Q. R. third
7. Kt. to Q. R. third	7. B. to Q. third
8. Castles	8. Kt. to K. B. third
9. P. to Q. Kt. third	9. Castles
10. B. to Q. Kt. second	10. Kt. to K. square
11. Q. to Q. B. second	11. P. to K. B. fourth
12. Q. R. to K. square	12. Kt. to K. B. third
13. Kt. to Q. Kt. square	13. Q. to Q. R. fourth
14. B. to Q. B. third	14. Q. to Q. B. second
15. P. to Q. third	15. Q. R. to K. square
16. B. to Q. Kt. second	16. Kt. to Q. second
17. Q. Kt. to Q. second	17. P. to K. fourth
18. P. to K. Kt. third	18. P. to Q. fifth
19. B. P. takes K. P.	19. Kt. takes P.

20. Kt. takes Kt.	20. B. takes Kt.
21. Kt. to K. B. third.	21. B. to K. B. third
22. P. takes P.	22. P. takes P.
23. B. takes P.	23. B. takes B. (check)
24. Kt. takes B.	24. P. to Q. B. fourth
25. R. takes R.	25. R. takes R.
26. Kt. takes P.	26. B. to Q. Kt. second
27. Q. to K. B. second	27. P. to K. R. third
28. P. to Q. fourth	28. P. takes P.
29. Q. takes P.	29. R. to K. seventh
30. Kt. takes R. P. (check)	30. K. to R. second
31. R. to K. B. seventh	

And Black resigned.

GAME V.

Between the same opponents.

(*Ruy Lopez.*)

White. (Herr KOLISCH.)	*Black.* (Herr ANDERSSEN.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. Kt. fifth	3. P. to Q. R. third
4. B. to Q. R. fourth	4. Kt. to K. B. third
5. Castles	5. B. to K. second
6. Kt. to Q. B. third	6. P. to Q. Kt. fourth
7. B. to Q. Kt. third	7. Castles
8. P. to Q. third	8. P. to K. R. third
9. B. to K. third	9. P. to Q. third
10. Q. to Q. second	10. K. to R. square
11. Kt. to K. second	11. Q. to K. square
12. Kt. to K. Kt. third	12. Kt. to K. R. second
13. B. to Q. fifth	13. Q. R. to Kt. square
14. K. Kt. to K. square	14. B. to K. Kt. fourth
15. P. to K. B. fourth	15. P. takes P.
16. B. takes P.	16. Kt. to K. second
17. B. to Kt. third	17. P. to K. B. fourth
18. B. takes B.	18. Kt. takes B.
19. Kt. to K. B. third	19. Kt. to K. R. second

20. Kt. to R. fourth	20. P. to K. B. fifth
21. R. takes P.	21. R. takes R.
22. Q. takes R.	22. P. to K. Kt. fourth
23. Q. to Q. second	23. Q. to Q. B. third
24. Q. to K. B. second	24. Q. to Q. Kt. third
25. Q. takes Q.	25. R. takes Q.
26. K. Kt. to K. B. fifth	26. B. takes Kt.
27. P. takes B.	27. P. to Q. B. fourth
28. R. to K. square	28. R. to Q. Kt. second
29. R. to K. sixth	29. P. to Q. fourth
30. P. to K. B. sixth	30. Kt. takes P.
31. R. takes K. Kt.	31. P. to Q. B. fifth
32. Q. P. takes P.	32. Q. P. takes P.
33. R. takes R. P. (check)	33. K. to Kt. square
34. R. takes Q. R. P.	34. P. takes B.
35. B. P. takes P.	

And, after a few moves, Black resigned.

GAME VI.

Between the same opponents.

(*Irregular Opening.*)

White. (Herr ANDERSSEN.)	*Black.* (Herr KOLISCH.)
1. P. to K. B. fourth	1. P. to K. B. fourth
2. Kt. to K. B. third	2. Kt. to K. B. third
3. P. to K. third	3. P. to K. third
4. B. to K. second	4. B. to K. second
5. Castles	5. Castles
6. P. to K. Kt. third	6. P. to Q. Kt. third
7. Kt. to K. fifth	7. B. to Kt. second
8. B. to K. B. third	8. P. to Q. B. third
9. B. to Kt. second	9. Q. to B. second
10. Kt. to Q. B. third	10. P. to Q. third
11. Kt. to Q. third	11. Kt. to Q. second
12. Kt. to K. B. second	12. Q. R. to K. square
13. Kt. to R. third	13. P. to K. fourth
14. P. to Q. Kt. third	14. P. to Q. fourth
15. Q. to K. second	15. P. to K. fifth

16. B. to Kt. second	16. Kt. to B. fourth
17. Q. to Q. square	17. B. to R. third
18. Kt. to K. second	18. Kt. to K. third
19. R. to B. square	19. Q. to Q. second
20. Kt. to K. B. second	20. P. to Q. fifth
21. P. takes P.	21. B. takes Kt.
22. Q. takes B.	22. Kt. takes Q. P.
23. Q. to B. fourth (check)	23. Kt. to K. third
24. Q. R. to Q. square	24. K. Kt. to Q. fourth
25. K. R. to K. square	25. B. to K. B. third
26. P. to Q. B. third	26. Q. to K. B. second
27. Q. to K. second	27. K. to R. square
28. P. to Q. fourth	28. Q. R. to Q. square
29. Kt. to Q. third	29. Kt. takes Q. B. P.
30. B. takes Kt.	30. B. takes Q. P. (check)
31. B. takes B.	31. Kt. takes B.
32. Q. to K. B. second	32. P. takes Kt.
33. R. takes P.	33. P. to Q. B. fourth
34. Q. R. to K. third	34. Q. R. to K. square
35. R. to K. fifth	35. R. takes R.
36. R. takes R.	36. P. to K. R. third
37. Q. to K. square	37. R. to Q. square
38. R. to K. seventh	38. Q. to K. R. fourth
39. Q. to K. fifth	39. Q. to Q. eighth (check)
40. K. to B. second	40. Q. to Q. B. seventh (check)
41. K. to B. square	41. Q. to Q. Kt. eighth (check)
42. K. to B. second	42. Q. takes P. (check)
43. K. to B. square	43. Q. to Q. Kt. eighth (check)
44. Q. to K. square	44. Kt. takes Kt. P.
45. Q. takes Q.	45. Kt. to Q. seventh (check)
46. K. to K. square	46. Kt. takes Q.
47. R. takes R. P.	47. Kt. to B. sixth
48. B. to K. B. third	48. P. to Q. Kt. fourth
49. R. to Q. B. seventh	49. P. to Q. B. fifth
50. R. to Q. B. fifth	50. R. to Q. Kt. square
51. P. to K. R. third	51. K. to Kt. square
52. R. takes B. P.	52. Kt. to Kt. eighth
53. P. to K. R. fourth	53. P. to Kt. fifth
54. B. to Q. fifth (check)	

And the game was eventually drawn.

GAME VII.

Between the same opponents.

(Sicilian Opening.)

White. (Herr KOLISCH.)	*Black.* (Herr ANDERSSEN.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. Kt. to K. B. third	2. P. to K. third
3. P. to Q. fourth	3. P. takes P.
4. Kt. takes P.	4. Kt. to K. B. third
5. B. to Q. third	5. Kt. to Q. B. third
6. B. to K. third	6. P. to Q. fourth
7. P. takes P.	7. P. takes P.
8. Castles	8. B. to Q. third
9. P. to K. R. third	9. P. to K. R. third
10. P. to Q. B. fourth	10. Castles
11. Kt. to Q. B. third	11. B. to K. fourth
12. Kt. to K. B. third	12. B. takes Kt.
13. P. takes B.	13. B. to K. third
14. P. takes P.	14. Kt. takes P.
15. Q. to Q. second	15. Q. to B. third
16. Kt. to Q. fourth	16. Kt. to K. fourth
17. B. to B. second	17. K. R. to Q. square
18. Kt. takes B.	18. P. takes Kt.
19. B. to Q. fourth	19. Kt. takes P.
20. Q. takes Kt.	20. R. takes B.
21. Q. R. to K. square	21. R. to Q. B. fifth
22. Q. takes Kt.	22. Q. takes Q.
23. R. takes Q.	23. R. takes B.
24. R. takes P.	24. R. takes Q. R. P.
25. R. to K. seventh	25. P. to Q. Kt. fourth
26. R. to Q. B. square	26. R. to K. B. square
27. K. R. to Q. B. seventh	27. Q. R. takes K. B. P.
28. R. takes Kt. P. (check)	28. K. to B. square
29. R. takes Q. R. P.	29. R. takes Kt. P. (check)
30. R. takes R.	30. R. takes K. R.
31. R. to Kt. sixth	31. R. to K. Kt. second

And White resigned.

GAME VIII.

Between the same opponents.

(Sicilian Opening.)

White. (Herr ANDERSSEN.)	*Black.* (Herr KOLISCH.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. B. to Q. B. fourth	2. P. to K. third
3. Kt. to Q. B. third	3. P. to Q. R. third
4. P. to Q. R. fourth	4. Kt. to Q. B. third
5. P. to Q. third	5. K. Kt. to K. second
6. B. to K. B. fourth	6. P. to Q. fourth
7. B. to Q. R. second	7. Kt. to K. Kt. third
8. B. to K. Kt. third	8. Kt. to Kt. fifth
9. B. to Q. Kt. third	9. B. to Q. third
10. K. Kt. to K. second	10. Castles
11. Castles	11. B. to Q. Kt. square
12. P. to K. B. third	12. K. to R. square
13. P. to Q. R. fifth	13. P. to Q. fifth
14. Kt. to Q. Kt. square	14. P. to K. B. fourth
15. Kt. to Q. second	15. P. to K. B. fifth
16. B. to K. square	16. B. to Q. B. second
17. Kt. to Q. B. fourth	17. Kt. to Q. B. third
18. B. to Q. second	18. Q. to K. Kt. fourth
19. K. to R. square	19. Q. to K. R. fourth
20. R. to K. B. second	20. R. to K. B. third
21. Q. to K. Kt. square	21. B. to Q. second
22. P. to K. Kt. third	22. P. takes P.
23. Kt. takes P.	23. Q. to K. R. sixth
24. Q. to K. B. square	24. Q. to K. R. fifth
25. Q. to K. Kt. square	25. Q. R. to K. B. square
26. Q. R. to K. B. square	26. Q. to K. R. sixth
27. B. to Q. R. fourth	27. Kt. to K. fourth
28. B. takes B.	28. Kt. takes B.
29. P. to Q. Kt. fourth	29. Q. Kt. to K. fourth
30. Kt. takes Kt.	30. Kt. takes Kt.
31. Q. to Kt. second	31. Q. takes Q.
35. K. takes Q.	32. P. takes P.
33. B. takes P.	33. R. to Q. B. square
34. R. to Q. Kt. square	34. Kt. to Q. B. third

35. B. to Q. second	35. R. to Q. Kt. square
36. R. to Q. R. square	36. K. R. to K. B. square
37. P. to K. B. fourth	37. P. to K. Kt. third
38. P. to Q. B. fourth	38. P. takes P. (*en passant*)
39. B. takes P. (check)	39. K. to Kt. square
40. Kt. to K. second	40. R. to K. B. second
41. P. to Q. fourth	41. Q. R. to K. B. square
42. P. to K. fifth	42. Q. R. to Q. square
43. Kt. to Kt. third	43. R. to Q. fourth
44. Kt. to K. fourth	44. B. takes Q. R. P.
45. B. takes B.	45. R. takes B.
46. R. takes R.	46. Kt. takes R.
47. Kt. to Q. B. third	47. R. to Q. B. second
48. Kt. to Q. R. fourth	48. R. to Q. B. fifth
49. Kt. to Q. B. fifth	49. K. to K. B. second
50. R. to Q. Kt. second	50. P. to Q. Kt. fourth
51. Kt. takes R. P.	51. Kt. to Q. B. third
52. R. to Q. second	52. P. to Q. Kt. fifth
53. Kt. to Q. B. fifth	53. Kt. takes Q. P.
54. R. takes Kt.	54. R. takes Kt.
55. R. takes Q. Kt. P.	55. R. to Q. B. second

And after a few moves the game was given up as drawn.

GAME IX.

Between the same opponents.

(*Irregular Opening.*)

White. (Herr KOLISCH.)	*Black.* (Herr ANDERSSEN.)
1. P. to K. B. fourth	1. P. to K. B. fourth
2. Kt. to K. B. third	2. P. to K. third
3. P. to K. third	3. Kt. to K. B. third
4. B. to K. second	4. B. to K. second
5. Castles	5. Castles
6. P. to Q. Kt. third	6. P. to Q. third
7. B. to Kt. second	7. P. to B. fourth
8. P. to K. R. third	8. Kt. to B. third
9. P. to B. fourth	9. Kt. to K. fifth
10. K. to R. second	10. B. to B. third

11. P. to Q. fourth	11. P. takes P.
12. P. takes P.	12. B. to Q. second
13. Kt. to R. third	13. Q. to K. square
14. Kt. to Q. Kt. fifth	14. Q. to Kt. third
15. Q. to K. square	15. Q. to R. third
16. B. to Q. third	16. P. to R. third
17. Kt. to R. third	17. B. to K. square
18. Kt. to B. second	18. P. to Q. fourth
19. P. to Kt. third	19. B. to R. fourth
20. Kt. to K. fifth	20. B. to K. second
21. Kt. to K. third	21. B. to Q. Kt. fifth
22. Q. to B. square	22. B. to Q. seventh
23. Q. to B. second	23. Kt. takes Kt.
24. B. takes Kt.	24. B. P. takes B.
25. Q. takes B.	25. Kt. to B. sixth
26. R. takes Kt.	26. B. takes R.
27. P. takes P.	27. P. takes P.
28. Kt. takes P.	28. Q. R. to Q. square
29. Kt. to K. third	29. R. to Q. third
30. P. to K. R. fourth	30. R. takes B. P.
31. Q. to K. square	31. R. to K. Kt. third
32. B. to B. square	32. R. takes P. (check)
33. P. takes R.	33. Q. to B. fifth (check)
34. K. to R. third	34. B. to Kt. seventh (check)
35. Kt. takes B.	35. Q. to Kt. fifth (check)

And mate next move, giving the victory to Professor Anderssen.

The London Chess Club was organized in 1807, and was the only Chess Society in England during the first quarter of the present century. The London Chess Club has done more for Chess than, perhaps, any other. Matches between distinguished players have been here of frequent occurrence. Individual talent has always been encouraged and supported. Herr Kolisch played no less than six matches on different occasions.—*Era.*

No. 177. Chess Study by Herr Horwitz.

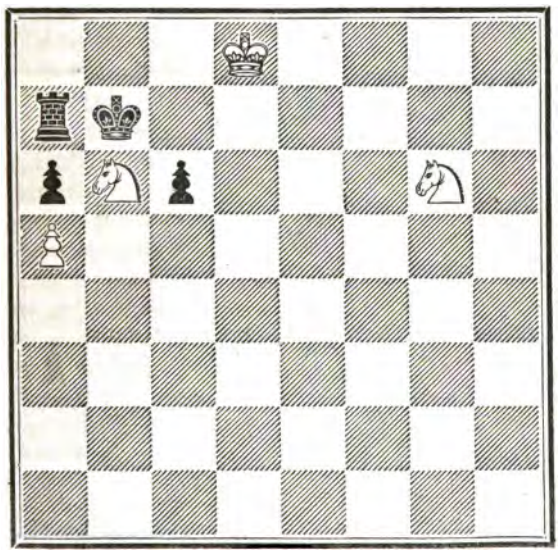
BLACK.

WHITE.

White moves first, and wins the Bishop in three moves, or otherwise mates in five moves.

No. 178. Chess Study by Herr Horwitz.

BLACK.

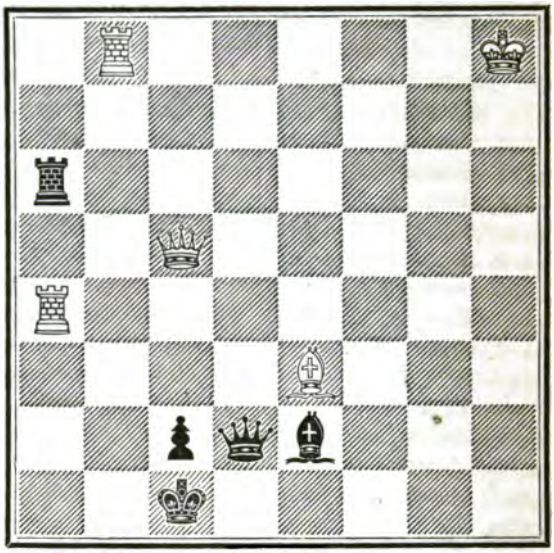


WHITE.

White to move, and win.

No. 179. Problem by Herr KLING.

BLACK.



WHITE.

White, to move, and mate in four moves.

No. 180. Problem by J. L. RINGROVE, Esq.

BLACK

WHITE.

White to move, and mate in four moves.

Game played between Mr. BUDZYNSKI and Mr. MAYALL, Dec. 31st, 1860.

(*King's Gambit declined.*)

Black. (Mr. BUDZYNSKI.)	*White.* (Mr. MAYALL.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. B. to B. fourth
3. P. to Q. B. third	3. B. takes Kt.
4. R. takes B.	4. P. takes P.
5. P. to K. Kt. third	5. Q. to K. second
6. Q. to K. second	6. P. takes P.
7. P. takes P.	7. P. to Q. third
8. P. to Q. fourth	8. Kt. to K. B. third
9. P. to K. fifth	9. P. takes P.
10. P. takes P.	10. Kt. to Q. fourth
11. Kt. to R. third	11. P. to Q. B. third
12. Kt. to B. fourth	12. Castles
13. B. to Q. second	13. P. to B. third
14. Castles	14. P. takes P.
15. Q. takes P.	15. Q. takes Q.
16. Kt. takes Q.	16. Kt. to Q. second
17. Kt. takes Kt.	17. B. takes Kt.
18. P. to B. fourth	18. Kt. to B. third
19. B. to Kt. fifth	19. B. to B. fourth
20. B. to Q. third	20. B. takes B.
21. R. takes B.	21. Q. R. to Q. square
22. K. R. to Q. square	22. R. takes R.
23. R. takes R.	23. Kt. to K. fifth
24. B. to B. fourth	24. P. to K. Kt. fourth
25. B. to B. seventh	25. Kt. to B. fourth
26. R. to K. third	26. R. to B. eighth (check)
27. K. to Q. second	27. K. to B. second
28. P. to Q. Kt. fourth (*a*)	28. Kt. to K. third
29. B. to Kt. eighth	29. R. to B. seventh (check)
30. K. to B. third	30. R. takes P.
31. K. to Kt. third	31. R. to R. eighth
32. R. to B. third (check)	32. K. to K. second
33. B. to K. fifth	33. R. to K. eighth
34. B. to B. third	34. R. to K. fifth

35. P. to B. fifth	35. Kt. to Q. fifth (check)
36. B. takes Kt.	36. R. takes B.
37. K. to B. third	37. R. to Q. fourth
38. R. to K. third (check)	38. K. to B. third
39. R. to K. eighth	39. R. to Q. second
40. R. to B. eighth (check)	40. K. to Kt. second
41. R. to B. fifth	41. K. to Kt. third
42. P. to Kt. fourth	42. P. to K. R. fourth

And Black resigns.

Notes.

(*a*) After this move Black must either exchange Rooks or lose a Pawn; in either case White has a winning game.

Game played between Mr. MAYALL and M. BUDZYNSKI.

(*Philidor's defence—K. Kt.'s opening.*)

White. (Mr. MAYALL.)	*Black.* (M. BUDZYNSKI.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. P. to Q. third
3. P. to Q. fourth	3. P. takes P.
4. Q. takes P.	4. Kt. to K. B. third (*a*)
5. P. to K. fifth	5. P. to Q. B. fourth
6. Q. to Q. third	6. Kt. to Kt. fifth
7. P. takes P.	7. B. takes P.
8. Q. to K. fourth (check)	8. Q. to K. second
9. B. to Q. Kt. fifth (check)	9. B. to Q. second
10. B. takes B. (check)	10. K. takes B.
11. Q. takes Q. (check)	11. K. takes Q.
12. Kt. to B. third	12. R. to K. square
13. Castles	13. P. to B. third
14. Kt. to Q. fifth (check)	14. K. to Q. second
15. R. to Q. square	15. R. to Q. square
16. Kt. to B. third	16. Kt. to B. third
17. B. to B. fourth	17. K. Kt. to K. fourth
18. Kt. takes Kt. (check)	18. P. takes Kt.
19. B. to Kt. fifth	19. Kt. to K. second
20. Kt. to Q. fifth (*b*)	20. Kt. takes Kt.
21. B. takes R.	21. Kt. to Kt. fifth

22. P. to Q. B. third	22. Kt. to B. third
23. B. to Kt. fifth	23. P. to K. R. third
24. B. to K. third	24. P. to Q. Kt. third
25. R. to Q. second	25. K. to K. third
26. Q. R. to Q. square	26. B. to K. second
27. R. to Q. seventh	27. P. to K. fifth
28. B. to B. fourth	28. P. to K. Kt. fourth
29. B. to Kt. third	29. R. to Q. square
30. R. takes R.	30. Kt. takes R.
31. B. to B. seventh	31. Kt. to B. third
32. P. to K. Kt. fourth	32. Kt. to R. fourth
33. K. to B. square	33. Kt. to B. fifth
34. P. to Kt. third	34. Kt. to Kt. seventh
35. R. to Q. second	35. Kt. to Q. sixth
36. P. to B. third	

And Black resigned. (*c*)

Notes.

(*a*) "Kt. to Q. B. third" is considered a better move.
(*b*) This move wins the exchange or a piece.
(*c*) For if,—

White.	*Black.*
	36. K. to Q. fourth
37. K. to K. second	37. P. takes P. (check)
38. K. to K. third	38. P. to B. fifth
39. P. takes P. (check)	39. K. takes P.
40. R. takes Kt.	40. B. to B. fourth (check)
41. K. to Q. second	41. P. to B. seventh
42. R. to K. B. third, and wins.	

Consultation Game played Feb. 9. 1861, by Messrs. MAYALL and ROBY against Messrs Z. and B.

(*French Opening.*)

W. (Messrs. MAYALL & ROBY.)	*Black.* (Messrs. Z. and B.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. P. takes P.
4. B. to K. third (*a*)	4. B. to Q. third
5. B. to Q. third	5. Kt. to K. B. third
6. P. to K. R. third (*b*)	6. Castles

7. Kt. to Q. second	7. P. to Q. Kt. third (*e*)
8. Q. to K. B. third (*d*)	8. P. to Q. B. fourth
9. B. to K. Kt. fifth (*e*)	9. Q. Kt. to Q. second (*f*)
10. B. to B. fifth (*g*)	10. P. takes P.
11. K. B. takes Q. Kt.	11. Q. takes B.
12. B. takes Kt.	12. Q. to K. third (check)
13. Kt. to K. second	13. P. takes B.
14. Castles (Q. R.)	14. B. to K. fourth
15. K. R. to K. square	15. Q. to K. B. fourth
16. Q. takes Q. P.	16. B. to K. third
17. Kt. takes P.	17. B. takes Kt.
18. Q. takes B.	18. Q. R. to B. square (*h*)
19. Kt. to K. fourth (*i*)	19. K. to Kt. second (*j*)
20. R. to Q. third (*k*)	20. Q. to K. fourth (*l*)
21. R. to K. Kt. third (ckeck)	21. K. to R. square
22. Q. takes Q.	22. P. takes Q.
23. Kt. to B. sixth	23. R. to Q. B. fourth (*m*)
24. P. to Q. Kt. fouth (*n*)	24. R. to B. fifth (*o*)
25. R. takes K. P.	25. K. R. to Q. B. square
26. R. to K. R. fifth (*p*)	26. R. takes B. P. (check)
27. K. to Q. square	27. R. to B. eighth (check)
28. K. to K. second	28. Q. R. to B. seventh (check)
29. K. to K. third	29. Q. R. to B. sixth (check)
30. K. to B. fourth	30. Q. R. to B. fifth (check)
31. K. to K. fifth	

And the Black allies resigned.

Notes.

(*a*) If 4. "Kt. to K. B. third," then 4. "K. to K. B. third," and the opening is resolved into a variation in Petroff's Defence to the K. Kt. Opening.

(*b*) To prevent the adverse K. Kt. from being played to K. Kt. fifth, and so exchange the Kt. for the B. We might here mention that the White allies somewhat feared their opponent's skill in end-games.

(*c*) Mr. B. was of opinion that their game was much weakened by this move.

(*d*) We believe this to be the best reply to Black's last move.

(*e*) Well played.

(*f*) "B. to K. second" would have been better. It is obvious that if Black had played "P. to B. fifth," White could have taken it with the B.

(*g*) Keeping up the attack in good style.

(*h*) Well played.

(*i*) The best reply.

(*j*) This was in a manner forced.

(*k*) Threatening to take the K. B. P. with the Kt.
(*l*) There does not appear to be a better move.
(*m*) "B. to B. fourth" would have been much better, in fact, after this move, their game cannot be saved.
(*n*) The *coup juste*.
(*o*) If

25. P. to Q. R. fourth	24. R. to Kt. fourth
26. R. takes K. P.	25. R. takes Kt P.
27. K. R. to K. R. fifth	26. R. to K. R. fifth

(*p*) Foreseeing a safe retreat for their King.

Game played between Mr. ——— and Mr. BRIEN, June 24, 1861.
(*Remove White's K. B. P.*)

Black. (Mr. ———.)	*White.* (Mr. BRIEN.)
1. P. to K. fourth	1. P. to Q. third
2. P. to Q. fourth	2. Kt. to K. B. third
3. Kt. to Q. B. third	3. P. to K. fourth
4. P. to Q. fifth	4. B. to K. second
5. B. to Q. third	5. Castles
6. B. to K. third	6. Kt. to K. Kt. fifth
7. Q. to K. second	7. Kt. takes B.
8. Q. takes Kt.	8. B. to K. Kt. fourth
9. Q. to K. second	9. Q. to K. B. third
10. P. to K. B. third	10. Kt. to Q. second
11. P. to Q. Kt. fourth	11. R. to K. B. second
12. Kt. to Q. square	12. Kt. to K. B. square
13. Kt. to K. third	13. Kt. to K. Kt. third
14. P. to K. Kt. third	14. B. to Q. second
15. P. to K. R. fourth	15. B. to K. R. third
16. K. to Q. second	16. Q. R. to K. B. square
17. P. to Q. R. fourth	17. Kt. to K. second
18. P. to Q. Kt. fifth	18. Q. to K. Kt. third
19. Q. to K. Kt. second	19. B. takes Kt. (check)
20. K. takes B.	20. Q. to K. R. third (check)
21. K. to K. second	21. P. to K. Kt. fourth
22. P. takes P.	22. Q. takes P.
23. R. to K. B. square	23. Kt. to K. Kt. third
24. R. to K. R. second	24. R. to K. Kt. second
5. Kt. to K. R. third	25. Kt. to K. B. fifth (check)

26. Kt. takes Kt.	26. P. takes Kt.
27. P. to K. Kt. fourth	27. Q. to K. fourth
28. Q. to K. R. square	28. Q. to Q. fifth
29. Q. to K. Kt. square	29. Q. takes K. R. P.
30. R. to Q. R. square	30. Q. to Q. Kt. fifth
31. R. to Q. Kt. square	31. Q. to Q. B. sixth
32. R. to Q. Kt. third	32. Q. to K. fourth
33. R. to Q. Kt. square	33. P. to K. R. fourth
34. Q. to K. R. square	34. P. takes P.
35. R. to K. R. eighth (check)	35. K. to K. B. second
36. R. takes R. (check)	36. K. takes R.
37. Q. to K. R. eighth (check)	37. K. to K. B. second
38. P. takes P.	38. B. takes K. Kt. P. (check)

And wins.

CHESS IN MANCHESTER.

Game played between Mr. PINDAR and Mr. BLACKBURNE.

White. (Mr. PINDAR.)	*Black.* (Mr. BLACKBURNE.)
1. P. to Q. B. fourth	1. P. to K. B. fourth
2. P. to K. third	2. Kt. to K. B. third
3. Kt. to Q. B. third	3. P. to K. third
4. Kt. to K. B. third	4. P. to Q. Kt. third
5. B. to K. second	5. B. to K. second
6. Castles	6. Castles
7. P. to Q. fourth	7. P. to Q. third
8. Q. to Q. Kt. third	8. K. to R. square
9. B. to Q. second	9. Kt. to Q. B. third
10. Q. R. to Q. B. square	10. P. to Q. R. third
11. K. R. to Q. square	11. Q. to K. square
12. B. to K. square	12. Q. to K. R. fourth
13. P. to Q. fifth	13. Kt. to Q. R. fourth
14. Q. to Q. B. second	14. P. to K. fourth (*a*)
15. Kt. takes K. P.	15. Kt. to K. Kt. fifth
16. Kt. takes Kt.	16. K. B. P. takes Kt.
17. R. to Q. fourth	17. B. to K. B. third
18. R. to K. B. fourth	18. B. to Q. second (*b*)
19. P. to K. R. third	19. B. to K. fourth

20. K. B. takes P.	20. B. takes K. B.
21. K. R. takes B.	21. R. to K. B. fourth
22. P. to K. B. fourth	22. Kt. takes Q. B. P.
23. Kt. to Q. square	23. Kt. takes K. P. (*c*)
24. Kt. takes Kt.	24. B. takes K. B. P.
25. Kt. takes R.	25. B. takes R.
26. B. to Q. B. third	

And Black resigns.

Notes.

(*a*) This was not an oversight, but was ventured in the hope of getting an attack on the White King's quarters.

(*b*) "P. to K. Kt. fourth" would have been a very hazardous move, on account of "R. takes B.," and then "Kt. to K. fourth," &c.

(*c*) 23. If,—

White.	*Black.*
24. Kt. takes B.	23. B. takes Q. Kt. P.
25. Q. takes Q. B. P.	24. Kt. takes K. P.
26. Kt. to Q. B. fourth	25. R. to K. Kt. square
27. P. takes Kt.	26. Kt. takes R.
28. Kt. takes Q. P., and wins.	27. Q. takes P.

For the four following Games played by Herr KOLISCH during his recent visit to Norwich, we are indebted to the courtesy of Mr. RAINGER, Editor of the Chess Column in *The Norfolk News*.

The following game was played on the 26th of June by Herr KOLISCH against Messrs. I. O. H. TAYLOR and RAINGER, in consultation. Herr KOLISCH was also engaged at the same time in playing two other games at the odds of Q. Kt.

Black. (THE ALLIES.)	*White.* (Herr KOLISCH.)
1. P. to Q. R. third (*a*)	1. P. to K. fourth
2. P. to Q. B. fourth	2. Kt. to K. B. third
3. Kt. to Q. B. third	3. P. to Q. fourth
4. P. takes P.	4. Kt. takes P.
5. P. to K. third	5. Kt. to K. B. third (*b*)
6. B. to Q. B. fourth	6. B. to Q. third
7. K. Kt. to K. second (*c*)	7. Castles
8. P. to Q. fourth	8. P. takes P. (*d*)
9. K. Kt. takes P.	9. Kt. to Q. B. third (*e*)
10. Kt. takes Kt.	10. P. takes Kt.
11. Q. to Q. B. second (*f*)	11. Q. to K. second
12. B. to Q. third (*g*)	12. P. to K. R. third (*h*)

13. Kt. to K. fourth	13. P. to Q. B. fourth (*i*)
14. Kt. takes Kt. (check)	14. Q. takes Kt.
15. B. to Q. second	15. B. to Q. Kt. second
16. B. to Q. B. third	16. B. to K. fourth
17. B. takes B.	17. Q. takes B.
18. Castles (K.'s side) (*k*)	18. Q. R. to Q. square
19. Q. R. to Q. square	19. R. to Q. third
20. Q. to K. second	20. P. to K. B. fourth (*l*)
21. P. to K. B. fourth	21. Q. to K. second
22. B. to Q. B. fourth (check)	22. K. to R. square
23. R. takes R. (*m*)	23. P. takes R.
24. R. to Q. square	24. R. to K. B. third
25. B. to Q. fifth	25. B. takes B.
26. R. takes B.	26. R. to K. third
27. R. to Q. third (*n*)	27. P. to Q. fourth
28. Q. to Q. second (*o*)	28. P. to Q. fifth
29. P. takes P.	29. R. to K. seventh
30. Q. to Q. B. third	30. R. to K. eighth (check) (*p*)
31. K. to B. second	31. Q. to K. seventh (check)
32. K. to Kt. third	32. Q. to K. Kt. fifth (check)
33. K. to B. second	23. R. to K. seventh (check)

And mates next move.

Notes.

(*a*) This move was first adopted by Anderssen in his match against Morphy. By this move the first player gives up the advantage of the first move, in order to get the safest variation of the so-called "Sicilian opening." If this move had not been made, Herr Kolisch could have played 5. "Kt. to Q. Kt. fifth," instead of the move recorded, obtaining a very fine position.

(*b*) At this juncture Mr. Morphy played "B. to K. third," although Herr Kolisch loses a move by this retreat, yet we do not think Black could so safely play his "P. to K. fifth" as if White had adopted "B. to K. third."

(*c*) The best reply prior to the advance of "P. to Q. fourth."

(*d*) "P. to K. fifth" looks the more natural reply; in such case Black could not possibly castle on the K.'s side with any degree of comfort or security.

(*e*) We should have been inclined to play "Kt. to Q. second," for it will be seen that Black, after the capture, has at least an even game, which we believe would not have been so, had White brought the Q. Kt. into active service.

(*f*) Made with the intention of castling on the reverse side to the attack contemplated by their adversary.

(*g*) Castling, instead of the move in the text, followed by "P. to K. fourth," and then "P. to K. B. fourth," would have given the advantage to the first players.

(*h*) A contemporary of ours designates this as *provincial*; doubtless it is in

most cases, but perhaps Herr Kolisch knows the exact time when to make the very countryfied move, at least we believe he does. "B. to K. third," or "B. to Q. Kt. second," looks a preferable line of action.

(*i*) The correct play.

(*k*) Great credit is due to the allies for having secured to themselves up to the present move an even game.

(*l*) White is now under the impression that no time like the present is more suitable to let his adversaries see that he purposes mischief of a dangerous character.

(*m*) This and Black's preceding move were far from judicious. Why allow White to undouble his Pawns, thereby strengthening his position?

(*n*) "K. to K. B. second" at this point would certainly have delayed the catastrophe close at hand; in fact, we are not quite certain but that the game would have resulted as drawn, had Black given the attention to the latter portion of the game which it really required.

(*o*) "R. takes Q. P." would have been much stronger; for supposing:—

Black.	*White.*
28. R. takes Q. P.	28. R. takes K. P.
29. R. to Q. eighth (check)	29. K. to R. second
30. Q. to Q. second	30. R. to K. seventh
31. Q. to Q. third	31. R. takes Q. Kt. P.
32. Q. takes K. B. P. (check)	32. P. to Kt. third

32. R. to Q. seventh, with a better position. Even "K. to K. B. second," would have been a safe reply.

(*p*) White gives the amateurs but little scope for thought or play just now.

Game played between Herr KOLISCH and an amateur. Herr KOLISCH giving his opponent the advantage of Q. R., and contesting simultaneously *seven* other games at similar odds.

(*Remove White's Q. R. from the board*).

White. (Herr KOLISCH.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to B. fourth	3. P. to K. R. third
4. Castles	4. B. to B. fourth
5. P. to Q. Kt. fourth	5. Kt. takes P.
6. Kt. takes P.	6. P. to Q. fourth
7. P. takes P.	7. Kt. takes Q. P.
8. Kt. takes K. B. P.	8. K. takes Kt.
9. Q. to B. third (check) (*a*)	9. K. Kt. to B. third
10. B. to Kt. second	10. Q. B. to K. third
11. B. to Kt. third	11. R. to K. square
12. P. to Q. fourth	12. B. to Q. third
13. P. to Q. B. fourth	13. Kt. to K. B. fifth

14. P. to Q. B. fifth	14. B. to Q. fourth
15. P. takes B.	15. Q. takes P.
16. Kt. to B. third	16. P. to B. third
17. B. to R. third	17. Q. takes B.
18. Kt. takes B.	18. Q. Kt. takes Kt.
19. B. takes Kt. (check)	

And wins.

Note.

(*a*) An oversight. "Q. to R. fifth (check)" was the correct move.

Game played between Herr KOLISCH and Mr. I. O. H. TAYLOR.

(*Remove White's Q. Kt. from the board.*)

White. (Herr KOLISCH.)	*Black.* (Mr. I. O. H. TAYLOR.)
1. P. to K. fourth	1. P. to Q. Kt. third
2. P. to Q. fourth	2. B. to Q. Kt. second
3. B. to Q. third	3. P. to K. third
4. B. to K. third	4. Kt. to K. B. third
5. P. to K. B. third	5. P. to Q. fourth
6. P. to K. fifth	6. K. Kt. to Q. second
7. Kt. to K. R. third	7. P. to Q. B. fourth
8. P. to Q. B. third	8. P. takes Q. P.
9. Q. B. P. takes P.	9. B. to Q. Kt. fifth (check)
10. R. to K. B. square	10. Q. Kt. to B. third
11. R. to K. B. square	11. Castles
12. P. to Q. R. third	12. B. to K. second
13. Q. to K. square	13. P. to K. B. fourth
14. Kt. to K. B. fifth	14. Q. to Q. B. square
15. Q. to K. Kt. third	15. Kt. at Q. second takes K. P.
16. P. takes Kt.	16. Kt. takes P.
17. Kt. to K. B. fifth	17. Kt. to K. Kt. third
18. K. R. to Q. B. square	18. Q. to Q. square
19. P. to K. B. fourth	19. B. to Q. third
20. K. to K. B. square	20. R. to K. B. second
21. P. to Q. Kt. fourth	21. Q. to K. second
22. B. to Q. fourth	22. P. to K. fourth
23. P. takes P.	23. P. to K. B. fifth
24. Q. to K. square	24. Kt. takes K. P.

25. B. takes Kt.	25. B. takes B.
26. R. to Q. R. second	26. Q. to K. Kt. fourth
27. R. to K. second	27. P. to K. B. sixth

And White resigns.

Game played between Herr KOLISCH and Mr. F. G. RAINGER, at the odds of Q. Kt., the former playing *seven* other games at the same time.

(*Remove White's Q. Kt. from the board.*)

White. (Herr KOLISCH.)	*Black.* (Mr. F. G. RAINGER.)
1. P. to K. fourth	1. P. to Q. Kt. third
2. P. to Q. fourth	2. B. to Kt. second
3. B. to Q. third	3. P. to K. third
4. Kt. to K. second	4. P. to Q. fourth
5. P. to K. fifth	5. P. to Q. B. fourth
6. P. to Q. B. third	6. Kt. to Q. B. third
7. Castles	7. Q. to Q. B. second
8. Q. B. to K. third	8. B. to K. second
9. R. to Q. B. square	9. P. to Q. B. fifth
10. B. to Q. Kt. square	10. Castles
11. P. to Q. Kt. third	11. K. to Kt. square
12. P. to Q. Kt. fourth	12. Kt. to K. R. third
13. P. to K. B. third	13. Kt. to K. B. fourth
14. B. to K. B. second	14. P. to K. Kt. fourth
15. P. to Q. R. fourth	15. P. to K. R. fourth
16. P. to Q. R. fifth	16. P. to Q. Kt. fourth
17. B. to K. B. second	17. Kt. takes Q. Kt. P.
18. P. takes Kt.	18. B. takes P.
19. R. to Q. Kt. square	19. Q. takes P.
20. R. to Q. R. square	20. Q. to K. Kt. third
21. B. takes Kt.	21. P. takes B.
22. Q. to Q. Kt. square	22. B. to K. second
23. Q. takes K. B. P.	23. Q. to K. Kt. third
24. P. to K. Kt. fourth	24. P. takes P.
25. P. takes P.	25. B. to Q. B. square
26. Q. to K. B. third	26. Q. to K. third
27. B. to K. Kt. third (very good)	27. R. to K. R. second
28. K. R. to Q. Kt. square	28. P. to Q. Kt. fifth

29. R. to Q. R. fifth	29. P. to Q. R. third
30. Kt. to Q. B. third	30. B. to Q. Kt. second
31. Kt. to Q. R. fourth	31. K. to R. second
32. B. to K. B. second	32. R. to K. R. third
33. Q. to K. second (well conceived)	33. K. to R. square (best)
34. Q. to K. B. third	34. P. to Q. Kt. sixth
35. Kt. to Q. Kt. second	35. B. to Q. Kt. fifth
36. R. to Q. R. fourth	36. Q. to K. Kt. third
37. R. at Kt. square to R. square	37. B. to Q. seventh
38. Kt. to Q. square	38. P. to Kt. seventh
39. Kt. takes P.	39. Q. takes Kt.
40. Q. takes K. B. P.	40. R. to Q. B. square

And wins.

Game between Professor ANDERSSEN and Mr. ZYTOGORSKI, played July 23, 1861.

(*Evans' Gambit.*)

White. (Professor ANDERSSEN.)	*Black.* (Mr. ZYTOGORSKI.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes P.
5. P. to Q. B. third	5. B. to Q. B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Q. Kt. third
9. P. to Q. fifth	9. Kt. to Q. R. fourth
10. B. to Q. third	10. B. to K. Kt. fifth
11. B. to Q. Kt. second	11. Kt. to K. B. third
12. Q. to Q. second	12. B. takes Kt.
13. P. takes B.	13. P. to K. R. third
14. Kt. to Q. B. third	14. Castles
15. K. to R. square	15. P. to Q. B. third
16. Kt. to Q. R. fourth	16. Kt. to K. square
17. Kt. takes B.	17. P. takes Kt.
18. R. to K. Kt. square	18. Q. to K. R. fifth
19. R. to K. Kt. fourth	19. Q. to K. R. sixth
20. R. to K. Kt. third	20. Q. to K. R. fourth
21. B. takes K. Kt. P.	21. Kt. takes B.
22. Q. R. to K. Kt. square	22. K. to R. square
23. R. takes Kt.	23. Q. R. to Q. square
24. Q. to Q. Kt. second	24. Q. to Q. fourth

25. Q. takes Q.	25. P. takes Q.
26. P. to K. B. fourth	26. R. to K. Kt. square
27. R. takes K. B. P.	27. R. takes R. (check)
28. K. takes R.	28. K. to Kt. square
29. R. to K. B. fifth	29. B. P. takes P.
30. R. takes P.	30. P. takes P.
31. B. takes P.	31. R. to Q. eighth (check)
32. K. to Kt. second	32. R. to Q. seventh
33. R. to K. seventh	33. K. to B. square
34. R. to K. sixth	34. Kt. to B. fifth
35. R. takes P.	35. Kt. to K. sixth (check)
36. K. to B. third	36. Kt. to B. eighth
37. P. to K. R. fourth	37. R. takes P.
38. B. to K. fifth	38. Kt. to Q. seventh (check)
39. K. to K. second	39. R. to R. fourth
40. K. takes Kt.	40. R. takes B. (check)
41. K. to K. third	41. P. to Kt. fourth
42. R. to Q. Kt. sixth	42. R. to K. R. fourth

And the game was given up as drawn.

Solution to Problem by F. Healey, Esq., page 194.

White.	*Black.*
1. Q. to K. B. eighth	1. B. to K. fourth (A)

2. R. to K. eighth, and mates next move.

A.

1.	1. K. to K. fourth, or K. fifth

2. R. to K. eighth (check) and mates next move.

SOLUTIONS TO PROBLEMS.

No. 169. *Page* 207.

White.	*Black.*
1. B. to Q. Kt. second	1. B. to K. sixth
2. B. to Q. fourth	2. B. to K. B. fifth
3. B. to Q. seventh	3. K. to Kt. second
4. K. to Q. Kt. fifth	4. B. to Q. B. second
5. B. to K. sixth	5. B. to Q. square
6. B. to Q. fifth (check)	6. K. to R. second
7. K. to Q. B. sixth	7. K. to R. third
8. B. to Q. B. fourth (check)	8. K. to R. second
9. B. to Q. Kt. fifth, and wins.	

No. 170. *Page* 207.

White.	*Black.*
1. R. to K. B. fifth (check)	1. K. takes P. (best)
2. Q. to Q. fourth (check)	2. K. takes R. (best)
3. Q. to K. Kt. fourth (check)	3. K. moves
4. R. to K. seventh (check)	4. K. to Q. third (best)
5. Q. to Q. seventh (check)	5. K. to Q. B. fourth
6. Q. to Q. fourth, and mates.	

No. 171. *Page* 208.

White.	*Black.*
1. Kt. to K. sixth	1. P. takes Kt. (best)
2. P. to Q. third	2. Anything.
3. R. or Kt. mates.	

No. 172. *Page* 208.

White.	*Black.*
1. Kt. takes Kt.	1. P. to R. sixth
2. R. to K. eighth	2. P. to Kt. fifth
3. K. to K. seventh	3. K. takes Kt.
4. K. to Q. sixth, (dis. checkmate).	

No. 173. *Page* 223.

White.	*Black.*
1. Kt. to K. fifth (check)	1. B. takes Kt.
2. Kt. to K. Kt. third	2. B. to K. B. fifth
3. Kt. to B. square	3. K. to K. seventh
4. K. to Kt. second	4. K. to K. eighth
5. K. to R. square	5. K. to Q. eighth
6. K. to Kt. second	6. K. to K. seventh
7. K. to R. square	7. K. to B. sixth
8. Kt. to Kt. third, and draws.	

No. 174. *Page* 223.

White.	*Black.*
1. Kt. takes P.	1. R. takes Kt. (best)
2. Q. takes R. (check)	2. B. to Q. fourth (best)
3. Q. to R. seventh (check)	3. Kt. to B. fourth
4. Q. to R. square (check)	4. Kt. to B. sixth
5. Q. to Q. Kt. square (check) and mate.	

No. 175. *Page* 224.

White.	*Black.*
1. Q. to Kt. fourth	1. K. moves
2. Q. to R. third (check)	2. K. moves
3. Q. to R. fourth	3. K. moves
4. Q. to Kt. third	4. K. moves
5. Q. to B. second	5. K. moves
6. Q. to K. square	6. K. moves
7. Q. to K. second, and mates.	

No. 176. *Page* 224.

White.	*Black.*
1. B. to K. fifth	1. B. takes B. or (A)
2. R. to R. third (check)	2. K. moves
3. Q. to Kt. third (check)	3. B. to Q. fourth
4. R. to R. eighth (check)	4. K. takes R.
5. Q. to R. third (check), and mates next move.	

(A)

1.	1. K. to Kt. square
2. R. to K. R. third	2. Q. to B. second
3. P. takes Q. (check)	3. K. to B. square
4. Q. to Q. Kt. third	4. P. to K. Kt. third or fourth (*a*)

5. B. takes P. and R. mates next move.

(*a*) Any other move and White mates in two moves.

No. 181. Problem by J. J. WATTS.

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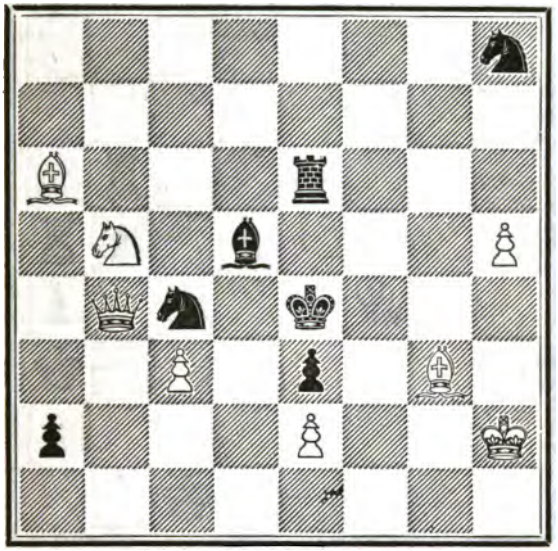

WHITE.

White, to move, and mate in three moves.

No. 182. Chess Study by J. and W. T. PIERCE.

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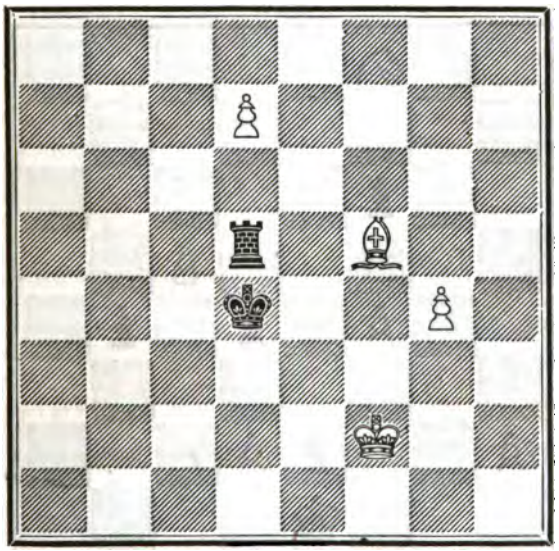


WHITE.

White to move, and win.

No. 183. Problem by Herr KLING.

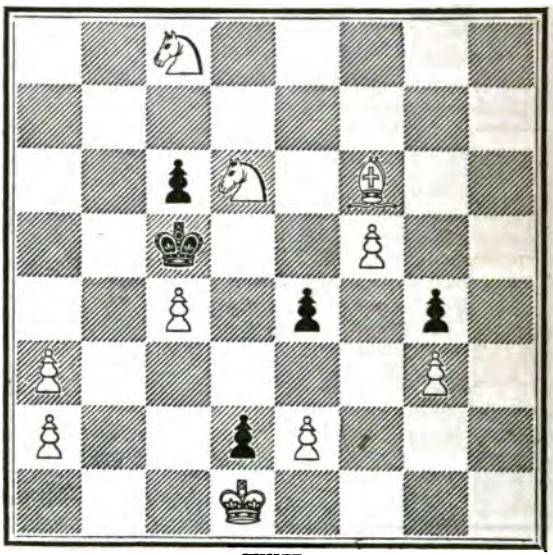
BLACK.

WHITE.

White mates B. K. on the same square where he now stands, in seven moves, playing only the Bishop, and giving each time a dis. check.

No. 184. Problem by S. A. HARRISON, Esq.

BLACK



WHITE.

White to move, and mate in four moves.

HORÆ MATUTINÆ.

Scene—THE PHILIDORIAN CHESS ROOMS.

(Time, half-past one o'clock, P.M.)

Four boards are engaged by players, which take part in a tournament in which the prizes are Chess works. Captain O'MILLAN *who does not take part in the tournament, walks from one board to another, to see in whose favour the games turn.* Herr MILLER *and* Mr. SARTORIUS *who are in the tournament are busied in contesting the games with their respective opponents.* Mr. GRUMBLE *sits near a window lost in the pages of the "Daily News."* Professor LONG *is the opponent of* Mr. BEHNES *who is continually mumbling "I shall win this game."*

(*Enter the* DOCTOR.)

The DOCTOR. Hollo, Mr. BEHNES; have you won your match?

Mr. BEHNES (*aloud*). I shall win this game, and the prize too. Will you bet me ten to one that I win the first prize?

The DOCTOR. Why, you are only eight players, therefore at the utmost it is only eight to one, if you be even players, but as you believe yourself, to be possessed of extraordinary Chess powers, and superior to your competitors, I have no objection to make an even bet, that you do not win the first prize.

Mr. BEHNES. Oh! gammon, I wont make an even bet.

The DOCTOR. Well, BEHNES, I bet you half a sovereign that you neither win the first nor the second prize. What do you say to that?

Professor LONG (*who was considering all the time his move, now exclaims*), Check, check, Mr. BEHNES.

Mr. BEHNES (*looking at the board*). Confound it, I lose my Queen. that is the DOCTOR'S fault, talking lost me the game.

Professor LONG. Why, you made your last move before the DOCTOR entered the room; so, how can it be his fault?

Mr. BEHNES. I give up the game. But Mr. LONG, it is really a shame, you take such an enormous deal of time. With you one ought to play with an hour glass as they did in the match between KOLISCH and ANDERSSEN.

Professor LONG. My dear Sir, the whole game did not last an hour, how then can you reasonably complain that I am slow? Confess rather that my Chess powers are superior to yours.

Mr. BEHNES. No, I shant. It is the heat that makes me play so badly.

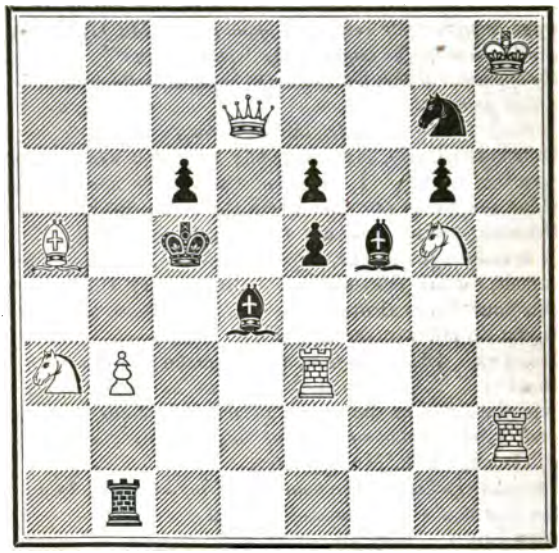
Professor LONG. Well never mind, Mr. BEHNES; every Chess player has a right to make an excuse when he loses a game. Have you seen CAMPBELL'S three move problem which was lately published in the *Illustrated News*. He is almost as bad as HEALEY. It is really a shame they should be allowed to do these things.

Mr. BEHNES. To do what?

Professor LONG. To puzzle the brains of weak-minded Chess players. Now look at this problem, Mr. BEHNES, and tell me if any honest man, who is not up to all the tricks of those rascally first-raters and problem makers, can solve such a problem under six weeks. (*He sets up the problem as below.*)

Problem by J. G. CAMPBELL, Esq.

BLACK.



WHITE.

White to move, and mate in three moves.

Mr. BEHNES. I shall solve it in ten minutes. Is it rightly put up? (*He sits down and begins to consider.*)

Professor LONG. I warrant it's being right. I say, CAPTAIN, have you heard of a young Manchester player, who bids fair to become a rival of MORPHY and KOLISCH?

The CAPTAIN. You mean Mr. BLACKBURN I suppose, who lost a match with PINDAR.

Professor LONG. Yes, but you do not know that they are playing another match, and when I last heard of it, BLACKBURN was four games to PINDAR's one, and PINDAR is no despicable adversary.

The CAPTAIN. In that case he must be a good player, it is a pity he is not in London, where he would have more chance to improve his play. How is the British meeting going on?

Professor LONG. As far as I can judge, very well. The two chief attractions will be the games by telegraph, and the play between PAULSEN and KOLISCH if they meet.

The CAPTAIN. They say that seven games will be played at once in the telegraphic match. The London players will meet in the Cigar Divan of MR. RIES, in the Strand, where the telegraphic wires will be laid down in the room, which, large as it is, I am afraid will not be able to hold all the spectators.

Professor LONG. There is no doubt all the other Chess rooms will be deserted on that evening. It is a pity they begin so late, seven o'clock in the evening it is said they begin.

The CAPTAIN. So at least it is announced in the bills. I think it is too late, I fear they will not be able to finish the games, for if there are forty moves in each game, there will be five hundred and sixty moves to be transmitted, and if they take only one minute for the transmission of each move it will last nine hours and twenty minutes.

Professor LONG. Perhaps they will transmit several moves at the different boards at once, and then it will not last so long.

The CAPTAIN. I hope they will take proper care in the arrangement, it would be a pity the thing should be spoiled.

Professor LONG. Herr LÖWENTHAL, who is a very careful manager, has no doubt taken the proper measures. (*To the* DOCTOR.) Did you not say DOCTOR, that you are going to Bristol to the meeting of the association?

The DOCTOR. Of course I shall, and more than that I shall be a performer in one of the telegraphic games. If you are going to the Divan on that evening, you will soon find out at which board I play; only look where the best moves are made on Bristol's side, and there I play.

Professor LONG. I was the other day at the Divan, but there were very few persons, and scarcely any Chess at all.

The DOCTOR. It could not be otherwise, the whole town is out of town, the PHILIDORIAN is the only place where one can find a game at the present season.

Mr. GRUMBLE. No man should play Chess in this fine weather, but go to the sea-side, or take a walk in the park, if he cannot leave town, and not sit in a hot room like this.

The DOCTOR. How is it then that you are here?

Mr. GRUMBLE. I only came here to read the papers and not to play Chess, besides I am going to the sea-side to morrow.

The DOCTOR. May I ask where?

Mr. GRUMBLE. To Brighton, if you want to know.

The DOCTOR. Oh, it is only that I may not by chance hit upon the same locality, when I am going for a few days next week.

(*To be continued.*)

Game played between Herr KOLISCH and Mr. MACKENZIE, the former giving the odds of a Knight.

(*Remove White's King's Knight.*)

(*Central Gambit.*)

White. (Herr KOLISCH).	*Black.* (Mr. MACKENZIE.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. to Q. fourth
3. K. P. takes P.	3. P. to K. fifth
4. B. to Q. Kt. fifth (check)	4. P. to Q. B. third
5. P. takes P.	5. P. takes P.
6. B. to Q. B. fourth	6. Kt. to K. B. third
7. P. to Q. fourth	7. B. to Q. third
8. P. to Q. R. third	8. B. to Q. R. third
9. B. takes B.	9. Kt. takes B.
10. Kt. to K. second	10. Castles
11. Castles	11. Q. to Q. B. second
12. P. to K. R. third	12. Q. R. to Q. square
13. P. to Q. B. fourth	13. Kt. to Q. B. fourth
14. Kt. to K. Kt. third	14. Q. to Q. B. square
15. K. to K. R. second	15. Q. Kt. to K. third
16. B. to K. third	16. Q. to Q. B. second
17. Kt. to K. second	17. Kt. to K. R. fourth
18. Q. to Q. B. square	18. P. to K. B. fourth
19. P. to K. Kt. third	19. Q. to K. B. second
20. Q. to Q. B. third	20. Q. to K. B. third
21. P. to Q. Kt. fourth	21. P. to K. Kt. fourth
22. R. to K. Kt. square	22. K. to R. square
23. Q. R. to K. B. square	23. K. R. to K. Kt. square
24. Q. to Q. B. square	24. K. Kt. P. takes P.
25. P. takes P.	25. Q. to K. R. fifth
26. P. to Q. fifth	26. Kt. to K. Kt. fourth
27. B. to Q. fourth (check)	27. Kt. to Kt. second
28. R. takes Kt.	28. Q. takes R.
29. R. to K. Kt. square	29. Q. to K. second
30. P. to Q. B. fifth	30. B. to Q. Kt. square
31. P. to Q. sixth	31. Q. to K. B. second
32. Q. to K. square	32. P. to K. R. third
33. Q. to K. R. fourth	33. R. takes P.

34. P. takes R.	34. K. to K. R. second
35. B. takes Kt.	35. R. takes B.
36. R. takes R. (check)	36. Q. takes R.
37. Q. to K. seventh	37. K. to K. Kt. third
38. Q. takes Q.	38. K. takes Q.
39. P. to Q. seventh	39. B. to Q. B. second
40. Kt. to Q. fifth	40. B. takes P. (check)
41. K. to Kt. second	41. B. to K. Kt. fourth
42. Kt. takes Q. B. P.	42. P. to K. B. fifth
43. P. Queens	43. B. takes P.
44. Kt. takes B.	

And after a few moves Black resigns.

Game between Mr. J. G. CAMPBELL and Professor ANDERSSEN.

(*Ruy Lopez.*)

White. (Mr. J. G. CAMPBELL.)	*Black.* (Professor ANDERSSEN.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. Kt. fifth	3. P. to Q. R. third
4. B. to R. fourth	4. Kt. to K. B. third
5. P. to Q. third	5. B. to B. fourth
6. Kt. to Q. B. third	6. P. to K. R. third
7. B. to K. third	7. Q. to K. second
8. Q. to Q. second	8. Kt. to Q. fifth
9. B. takes Kt.	9. P. takes B.
10. Kt. to K. second	10. Castles
11. Castles	11. P. to Q. fourth
12. P. takes P.	12. Kt. takes P.
13. K. Kt. takes P.	13. Q. to B. third
14. P. to Q. B. third	14. B. to Q. third
15. B. to Q. Kt. third	15. Kt. to K. B. fifth
16. Kt. takes Kt.	16. B. takes Kt.
17. Q. to K. second	17. P. to Q. B. fourth
18. Kt. to Q. B. second	18. B. to Q. second
19. Kt. to K. third	19. B. to Q. B. third
20. Q. to K. R. fifth	20. Q. R. to Q. square
21. Q. R. to Q. square	21. B. to Q. Kt. square

22. Q. takes B. P. (*a*)	22. K. R. to K. square
23. P. to Q. fourth	23. R. to K. fifth
24. Q. to K. B. fifth	24. Q. to K. second
25. P. to K. Kt. third	25. Q. to K. square
26. B. to Q. B. second	26. P. to K. Kt. third
27. Q. to K. R. third	27. R. takes Kt.
28. P. takes R.	28. Q. takes P. (check)
29. R. to K. B. second	29. R. to K. square
30. B. to Q. Kt. third	30. K. to Kt. second
31. R. to Q. third (*b*)	31. Q. to Kt. fourth
32. R. takes P. (check)	32. K. to R. square
33. Q. to B. square	

And Black resigns.

Notes.

(*a*) In giving up a second Pawn, Professor Anderssen gives away the game; he must have underrated his opponent to do so, or was it a mistake?

(*b*) A fine move, for if Q. checks, Black loses the Queen.

Off-hand Games played at the PHILIDORIAN Chess Rooms, between Herr ANDERSSEN and Herr KOLISCH.

GAME I.

(*Evans' Gambit.*)

White. (Herr ANDERSSEN.)	*Black.* (Herr KOLISCH.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to B. fourth	3. B. to B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to B. third	5. B. to B. fourth
6. Castles	6. P. to Q. third
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. B. to Kt. third
9. P. to Q. fifth	9. Kt. to R. fourth
10. B. to Kt. second	10. Kt. to K. B. third
11. B. to Q. third	11. P. to Q. B. third
12. Kt. to B. third	12. Castles
13. Kt. to Q. R. fourth	13. B. to B. second
14. P. to K. R. third	14. P. to Q. R. third

15. Kt. to Q. B. third	15. P. to Q. Kt. fourth
16. R. to Q. B. square	16. P. to B. fourth
17. Kt. to K. second	17. P. to B. fifth
18. B. to Kt. square	18. Q. to K. second
19. Kt. to Kt. third	19. Kt. to Kt. second
20. Kt. to Q. fourth	20. Kt. to B. fourth (*a*)
21. Q. Kt. to B. fifth	21. B. takes Kt.
22. Kt. takes B.	22. Q. to Q. square
23. R. to K. square	23. Q. Kt. to Q. second
24. P. to K. B. fourth	24. R. to K. square
25. R. to B. third	25. B. to R. fourth
26. R. to K. Kt. third	26. B. takes R.
27. R. takes P. (check)	27. K. to R. square
28. Q. takes B.	28. Kt. to K. fourth
29. Q. to R. fourth	29. R. to K. Kt. square
30. Q. to R. sixth	30. Q. to K. B. square
31. Q. takes Kt.	31. R. takes R.
32. P. takes Kt.	32. R. to B. square
33. P. takes P.	33. P. to B. sixth
34. B. takes P.	34. R. takes B.
35. Q. takes Q. R.	35. K. to Kt. square
36. Q. takes R. (check)	

And Black resigns.

Note.

(*a*) "B. to Q. Kt. third" would have been better.

GAME II.

Between the same opponents.

(*Evans' Gambit.*)

White. (Herr KOLISCH.)	*Black.* (Herr ANDERSSEN.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes P.
5. P. to Q. B. third	5. B. to Q. R. fourth
6. P. to Q. fourth	6. P. takes P.

7. Castles	7. P. takes P. (*a*)
8. Q. to Q. Kt. third	8. Q. to K. B. third
9. P. to K. fifth	9. Q. to K. Kt. third
10. Kt. takes B. P.	10. P. to Q. Kt. fourth
11. Kt. takes Kt. P.	11. R. to Kt. square
12. Q. to K. third (*b*)	12. K. Kt. to K. second (*c*)
13. Q. to K. second (*d*)	13. Q. to K. R. fourth
14. B. to Q. R. third	14. B. to Q. Kt. second
15. Q. R. to Q. square	15. Kt. to K. B. fourth
16. R. takes Q. P. (*e*)	16. K. takes R.
17. P. to K. sixth (check)	17. K. to Q. B. square
18. P. takes P.	18. B. to Q. R. square
19. Kt. takes P. (check)	19. Kt. takes Kt.
20. Q. to K. sixth (check)	20. K. to Q. square
21. R. to Q. square (check)	21. Kt. to Q. third
22. R. takes Kt.	22. P. takes R.
23. Q. takes P. (check)	23. K. to B. square
24. B. to K. sixth (check)	24. K. to Kt. second
25. B. to Q. fifth (check)	25. Q. takes B.
26. Q. takes Q. (check)	26. K. to R. third
27. Q. to B. fourth (check)	27. K. to Kt. second
28. Q. to K. fourth (check)	28. Kt. to B. third
29. Kt. to K. fifth	29. K. to R. third
30. Q. to B. fourth (check)	30. K. to R. second
31. B. to B. fifth (check)	31. R. to Kt. third
32. B. takes R. (check)	32. B. takes B.
33. Kt. takes Kt. (check)	33. B. takes Kt.
34. Q. takes B.	

And wins.

Notes.

(*a*) A hazardous move.
(*b*) Best move.
(*c*) Nothing better to do.
(*d*) Threatening to win the Queen.
(*e*) A move à la Morphy as the Chess dilettanti would say.

Game between Herren HIRSCHFIELD and MAYET, recently played at Berlin. Herr HIRSCHFIELD we have heard of as a young player of great analytical skill, and we hope to be able to give further specimens in future Numbers.

(*King's Bishop's Gambit.*)

White. (Herr HIRSCHFIELD.)	*Black.* (Herr MAYET.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. B. to B. fourth	3. Q. to K. R. fifth (check)
4. K. to B. square	4. P. to Q. third
5. P. to Q. fourth	5. Q. B. to Kt. fifth
6. K. Kt. to B. third	6. B. takes Kt.
7. Q. takes B.	7. P. to K. Kt. fourth
8. P. to K. Kt. third	8. Q. to K. R. sixth (check)
9. K. to K. B. second	9. Q. Kt. to B. third
10. P. to Q. B. third	10. Kt. to R. fourth
11. B. to K. B. square	11. Q. to K. R. third
12. P. takes P.	12. Q. to K. R. fifth (check)
13. K. to Kt. second	13. P. to K. Kt. fifth
14. Q. to Q. third	14. Castles
15. P. to Q. fifth	15. P. to Q. Kt. third
16. Q. to Q. R. sixth (check)	16. K. to Kt. square
17. P. to Q. Kt. fourth	17. Kt. to Kt. second
18. K. B. to Kt. fifth	18. Q. R. to Q. B. square
19. B. to Q. B. sixth	19. Kt. to Q. square
20. B. to Q. seventh	20. K. Kt. to K. second
21. P. to Q. R. fourth	21. P. to Q. B. third
22. B. takes R.	22. Kt. takes B.
23. P. to Q. R. fifth	23. Q. to K. second
24. R. to K. square	24. Q. B. P. takes P.
25. Q. B. to Q. second	25. Q. to K. R. fifth
26. R. P. takes P.	26. R. P. takes P.
27. Q. to Q. R. eighth (check)	27. K. to B. second
28. Kt. to Q. R. third	28. Q. to K. R. sixth (check)
29. K. to R. square	29. P. to K. Kt. sixth
30. K. R. to K. second	30. P. takes K. R. P.
31. Kt. to K. Kt. fifth (check)	31. K. to Q. second
32. R. to R. seventh (check)	32. Kt. takes R.

33. Q. takes Kt. (check)	33. K. to K. third
34. Kt. to Q. B. seventh (check)	34. K. to B. third
35. Kt. to K. eighth (check)	35. K. to K. third
36. P. takes P. (check)	36. K. takes P.
37. Q. to Q. R. eighth (check)	37. K. to Q. B. fifth
38. Q. to K. fourth (check)	38. K. to Q. Kt. sixth
39. Q. to Q. fifth (check)	39. K. to Q. R. fifth
40. Q. to Q. R. second (check)	40. K. to Q. Kt. fourth
41. P. to Q. B. fourth (check)	41. K. to Q. B. third

And White mates in four moves.

Game played at the PHILIDORIAN, between Mr. J. G. CAMPBELL and an AMATEUR, the former giving the odds of Queen's Knight.

(*Remove White's Q. Kt.*)

White. (Mr. J. G. CAMPBELL.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. third
2. P. to K. B. fourth	2. B. to K. second
3. Kt. to K. B. third	3. B. to R. fifth (check)
4. P. to K. Kt. third	4. B. to K. second
5. P. to Q. fourth	5. Kt. to K. B. third
6. B. to Q. third	6. Kt. to Q. B. third
7. P. to Q. R. third	7. P. to Q. R. third
8. P. to K. fifth	8. Kt. to Q. fourth
9. P. to Q. B. fourth	9. Kt. to Q. Kt. third
10. Castles	10. P. to Q. third
11. B. to K. third	11. B. to Q. second
12. P. to Q. Kt. fourth	12. Kt. to Q. R. second
13. R. to Q. B. square	13. P. to K. R. third
14. B. to Q. Kt. square	14. B. to Q. B. third
15. B. to R. second	15. Q. to Q. second
16. P. to Q. fifth	16. P. takes P.
17. P. to Q. Kt. fifth	17. R. P. takes P.
18. P. takes Q. P.	18. Kt. takes P.
19. B. takes Kt.	19. P. takes P.
20. B. takes P. (check)	20. K. to Q. square
21. Kt. takes P.	21. Q. takes Q.
22. K. R. takes Q. (check (*a*)	22. K. to Q. B. square

23. Kt. to K. Kt. sixth	23. B. takes P.
24. Kt. takes R.	24. B. takes R.
25. B. checks	25. K. moves

And White mates in two moves.

Notes.

(*a*) Had Black interposed his K. B., the following variation would have occurred:—

	22. K. B. covers
23. B. takes Kt.	23. R. takes R.
24. R. takes Q. B.	24. P. takes R.
25. Kt. takes P. (check)	

And wins.

The following is one of two games lately played between Herr KOLISCH and Mr. WORMALD. The fellow-game, which was very short and quite devoid of interest, terminated as a drawn battle.

(*Scotch Gambit.*)

Black. (Herr KOLISCH.)	*White.* (Mr. WORMALD.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. fourth	3. P. takes P.
4. B. to Q. B. fourth	4. P. to Q. B. fourth
5. Kt. to K. Kt. fifth	5. Kt. to K. R. third
6. Q. to K. R. fifth (*a*)	6. Q. to K. second (*b*)
7. Castles	7. P. to Q. third
8. P. to K. R. third	8. B. to Q. second
9. P. to K. B. fourth	9. Castles on Q.'s side (*c*)
10. P. to K. B. fifth	10. Q. Kt. to K. fourth (*d*)
11. B. to Q. Kt. third	11. K. Kt. to Kt. square
12. B. to K. B. fourth	12. Kt. to K. B. third
13. Q. to K. R. fourth	13. Q. R. to K. B. square (*e*)
14. Kt. to Q. second	14. P. to K. R. third
15. B. takes Kt.	15. P. takes B. (*f*)
16. K. Kt. to K. B. third	16. B. to Q. Kt. fourth
17. K. R. to K. square	17. Q. R. to K. Kt. square
18. P. to Q. R. fourth	18. B. to Q. R. third
19. B. to Q. B. fourth	19. B. takes B.
20. Kt. takes B.	20. B. to Q. third
21. K. to R. square	21. Q. to Q. second (*g*)

22. K. Kt. takes K. P.	22. B. takes Kt.
23. Kt. takes B.	23. Q. to K. second
24. Kt. to Q. third	24. Kt. to Q. fourth
25. P. to K. B. sixth	25. Kt. takes P.
26. P. to K. fifth	26. Kt. to Q. fourth
27. Q. takes Q. P.	

And White resigned.

Notes.

(*a*) This is with Mr. Kolisch a favourite mode of prosecuting the attack, and it calls for very careful play from the other side.

(*b*) The best reply.

(*c*) The correct line of defence. White has now a perfectly safe and well-developed game.

(*d*) If 10. "P. to K. B. third," Black answers with 11. "Kt. to K. sixth," and has the advantage of position.

(*e*) Mr. Wormald was afterwards of opinion, rightly we believe, that he ought here to have taken the K. Pawn: for suppose—

	13. Kt. takes K. P.

If Black answer, 14. "B. takes Q. Kt.," then follows 14. "Kt. takes K. Kt." &c.

13. P. to K. B. sixth	13. Q. takes P.
14. B. to K. third	

Apparently his best move. If, instead, he play 14. "B. takes Q. Kt.," White advances his Q. P., discovering check, and wins easily.

	14. P. takes B.
15. R. takes Q.	15. P. to K. seventh (dis. check)
16. K. to R. third (best)	16. Kt. takes Kt.
17. R. to K. B. fourth (best)	17. B. to K. sixth
18. Kt. to Q. B. third (best)	18. Kt. to K. Kt. third

And White has the better game.

(*f*) We should have preferred taking the Kt., with the view of opening an attack with the Rooks upon the adverse King.

(*g*) An unaccountable error, by which White loses the game forthwith.—*Illustrated London News.*

Game played at the late meeting of the West Yorkshire Chess Association, between Herr KOLISCH and Dr. J. W. WILSON; being one of eleven played simultaneously by Herr KOLISCH on that occasion.

(*Two Knight's defence.*)

White. (Herr KOLISCH.)	*Black.* (Dr. WILSON.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. Kt. to K. B. third
4. P. to Q. fourth (*a*)	4. Kt. takes K. P.
5. P. takes P.	5. P. to K. B. fourth

6. Castles	6. B. to Q. B. fourth
7. Kt. to Q. B. third	7. Kt. to Q. R. fourth (*b*)
8. Kt. takes Kt.	8. P. takes Kt.
9. Q. to Q. fifth	9. Kt. takes B.
10. Q. takes B.	10. P. takes Kt.
11. Q. takes Kt.	11. P. takes P.
12. R. to K. square (*c*)	12. P. to Q. Kt. fourth (*d*)
13. Q. takes P.	13. P. to Q. B. third
14. Q. to Q. B. fourth	14. Q. to Q. Kt. third
15. P. to K. sixth	15. P. to Q. fourth (*e*)
16. Q. to K. B. fourth	16. R. to K. B. square
17. Q. to K. Kt. third	17. Q. to Q. B. fourth
18. B. to K. B. fourth	18. Q. takes P.
19. B. to Q. sixth	19. R. to K. B. third
20. Q. R. to B. square	20. Q. to Kt. third
21. R. takes P.	21. R. takes K. P.
22. R. takes B. (check)	22. R. takes R.
23. Q. takes Q. (check)	23. P. takes Q.
24. R. takes R. (check)	24. K. to Q. second
25. R. takes P.	25. R. to B. third
26. R. takes P. (check)	26. K. takes B.
27. R. to Kt. third (check)	27. K. moves
28. R. takes R.	28. K. takes R.
29. K. takes P.	

And Black resigns.

Notes.

(*a*) The variations attendant upon "Kt. to K. Kt. fifth" have been much analysed. The attack thus initiated is very powerful, but involves, usually, the sacrifice of a piece by the first player.

(*b*) In connection with that terrible "P. at K. fifth," the position of his adversary's K. B. is galling in the extreme, and perhaps Dr. Willson is fully justified in the determination to get rid of him at all hazards.

(*c*) With a splendidly attacking position; adverse P. at K. Kt. seventh, being rather protective than menacing to White's game.

(*d*) Could Black castle in safety next move, the loss of this Pawn would be great gain; but as, unfortunately, he cannot do so, we think perhaps he would have done better to play "P. to Q. B. third," with a view subsequently to bring the Q. out to K. second, or elsewhere as circumstances might require.

(*e*) Better than to take P. with P. in which case the following moves would, in all probability, have ensued:—

White.	*Black.*
16. R. takes P. (check)	16. B. takes R.
17. Q. takes R. (check)	17. K. to B. square
18. B. to K. B. fourth	18. R. to Q. square
19. R. to K. square	

19. If "Q. to Kt. second," 20. "B. to Q. sixth," and checkmate in three moves, therefore,—

19.	19. Q. to Kt. fifth
20. B. to B. seventh.	

and wins easily.

Game between Herr KOLISCH and Mr. CROOK at the odds of the Queen's Knight.

(*Remove White's Q. Kt. from the board.*)

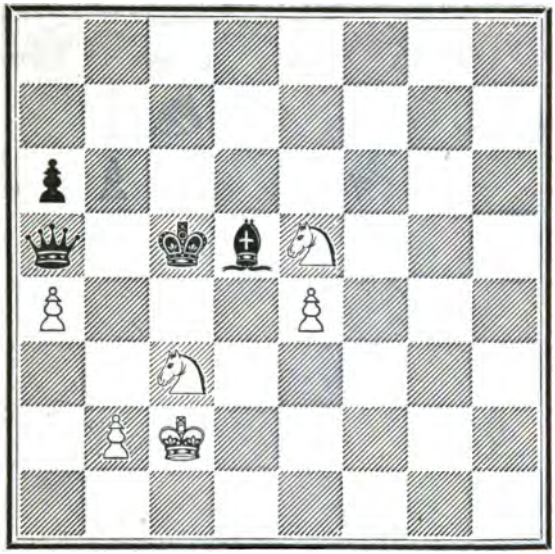
White. (Herr KOLISCH.)	*Black.* (Mr. CROOK.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. to Q. fourth
3. P. takes Q. P.	3. P. takes B. P.
4. Kt. to K. B. third	4. B. to K. Kt. fifth
5. B. to K. second	5. Q. takes P.
6. Castles	6. Kt. to Q. B. third
7. P. to Q. B. third	7. Kt. to K. B. third
8. P. to Q. fourth	8. Q. B. to K. third
9. K. to R. square	9. Castles (K. R.)
10. P. to Q. B. fourth	10. Q. to K. R. fourth
11. P. to Q. Kt. third	11. Q. R. to Q. square
12. B. to Q. Kt. second	12. K. R. to K. square
13. Q. to Q. B. second	13. Kt. to K. fifth
14. K. R. to K. square	14. Kt. to Q. Kt. fifth
15. Q. to Kt. square	15. Kt. to Kt. sixth (check)
16. K. to Kt. square	16. Kt. takes B. (check)
17. R. takes Kt.	17. R. takes R.

And White resigns.

Corrigendum.—In our last number, in the eighth Game of the Match between Herr Anderssen and Herr Kolisch—in move 43, *instead of* "Kt. to K. third," *read* "K. to Kt. third;" in move 44, *instead of* "Kt. to K. fourth," *read* "K. to K. fourth."

No. 185. Chess Study by Herr HORWITZ.

BLACK.



WHITE.

White to move and win.

No. 186. Chess Study by Herr HORWITZ.

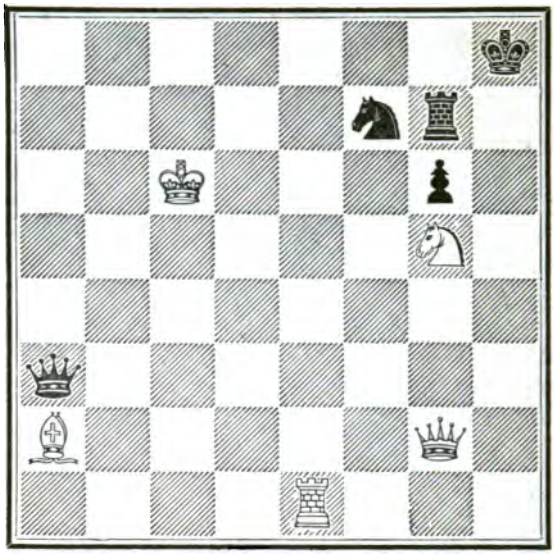
BLACK.

WHITE.

White with the move, wins.

No. 187. Problem by F. Healey, Esq.

BLACK.

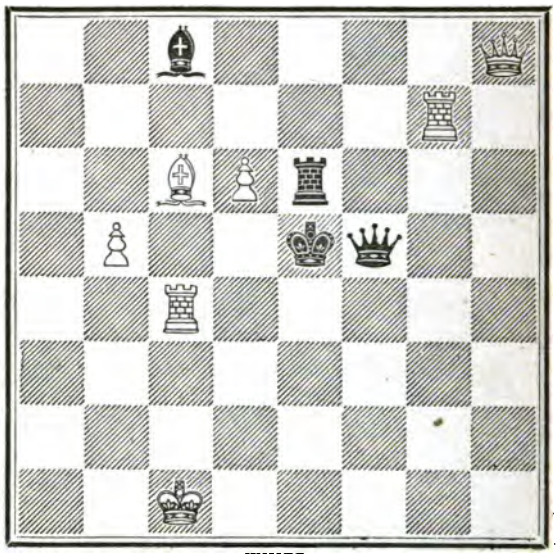


WHITE.

White to move, and mate in four moves.

No. 188. Problem by Mr. J. C. Roll.

BLACK



WHITE.

White to move, and mate in three moves.

Game in the Match between Messrs. THOROLD and WATKINSON.

GAME XI.

This long pending contest was brought to a conclusion on August 3rd, by Mr. WATKINSON winning the following game. The total score gives to Mr. WATKINSON, seven games, to Mr. THOROLD, four; without draws.

(*King's Gambit refused.*)

Black. (Mr. THOROLD.)	*White.* (Mr. WATKINSON.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. B. to Q. B. fourth (*a*)
3. Kt. to K. B. third	3. P. to Q. third
4. P. to Q. B. third	4. B. to K. Kt. fifth
5. B. to K. second (*b*)	5. Kt. to Q. B. third
6. P. to Q. Kt. fourth (*c*)	6. B. to Kt. third
7. P. to Q. fourth (*d*)	7. B. takes Kt.
8. B. takes B.	8. Kt. takes Q. P.
9. P. to Q. R. fourth (*e*)	9. Kt. takes B. (check)
10. Q. takes Kt.	10. P. to Q. R. third
11. P. to K. B. fifth	11. P. to K. R. third
12. Kt. to Q. R. third	12. Kt. to K. B. third
13. P. to Q. R. fifth	13. B. to R. second
14. P. to Q. B. fourth	14. Q. to K. second
15. Kt. to Q. B. second	15. P. to Q. B. third
16. Kt. to K. third	16. P. to Q. fourth (*f*)
17. P. to Q. B. fifth	17. Kt. takes K. P.
18. Castles	18. Castles (Q. R.)
19. B. to Kt. second (*g*)	19. Kt. to Q. seventh (*h*)
20. Q. to K. second	20. Kt. takes R.
21. R. takes Kt.	21. P. to K. B. third (*i*)
22. K. to R. square	22. B. to Kt. square
23. Q. to Q. B. second	23. P. to K. R. fourth
24. R. to R. square (*j*)	24. Q. to Q. second (*k*)
25. R. to Q. square	25. B. to Q. B. second
26. P. to Q. Kt. fifth (*l*)	26. Q. R. P. takes P.
27. R. to R. square	27. P. to Q. fifth
28. Kt. to B. square	28. P. to K. R. fifth
29. P. to K. R. third (*m*)	29. R. to K. R. fourth
30. Q. to Q. third	30. Q. takes P.

31. Q. to Q. R. third	31. R. to Kt. fourth
32. P. to Q. R. sixth	32. Q. to K. B. seventh (*n*)
33. P. takes P. (check)	33. K. to Q. second
34. Q. to K. B. third	34. Q. takes Q. (*o*)
35. P. takes Q.	35. B. to Kt. square
36. P. to K. B. fourth	36. P. takes P.
37. B. takes P.	37. K. to Q. B. second
38. B. to K. B. second	38. K. takes P.
39. B. takes P.	39. R. to K. R. fourth
40. B. to K. B. second	40. R. takes P. (check)
41. K. to Kt. second	41. Q. R. to K. R. square (*p*)
42. B. to Q. fourth	42. R. to Q. sixth
43. B. to Kt. square	43. B. to Q. R. second
44. R. to Q. B. square	44. R. to K. R. fourth
45. B. to K. B. second	45. P. to K. B. sixth (check)
46. K. to Kt. third	46. P. to K. B. fourth
47. B. to K. third	47. R. to K. R. eighth
48. K. takes P.	48. R. takes Kt. (check) (*q*)
49. R. takes R.	49. B. takes P.

And Black resigns the game and the Match.

Notes.

(*a*) White prudently declines the gambit with all its complicated attacks. The move adopted is recommended by the authorities as the best on the board.

(*b*) "B. to Q. B. fourth" appears to be a more attacking move.

(*c*) "Kt. takes K. P." would have led to some interesting variations here.

(*d*) An error, of which White immediately proceeds to take advantage.

(*e*) If "P. takes Kt.," White retakes with B., winning the exchange.

(*f*) The position is now very complicated. It is not easy for Black to avoid some loss after this move.

(*g*) A very serious *lapsus* indeed, and a very extraordinary one at such a critical state of the match. It is the first of the sort, however, which Mr. Thorold has made in the entire match.

(*h*) White at once avails himself of the "fork" of Queen and Rook.

(*i*) White's position is now very pretty—with its entrenched Pawns in front resisting all attacks.

(*j*) With the intention of presently playing "P. to Q. Kt. fifth," &c.

(*k*) Guarding the point of attack, and having ultimate designs on the K. B. P.

(*l*) All this is useless if properly opposed.

(*m*) If "P. to Q. R. sixth," White takes P. with P., afterwards playing "K. to Kt. second," and "R. to Q. R. square," &c.

(*n*) This move renders Black's game quite hopeless.

(*o*) Sounder play, we believe, than capturing the Bishop.

(*p*) Threatening mate in two moves.

(*q*) The speediest way to wind matters up.—*Huddersfield Examiner.*

Games in the Match between Messrs. PINDAR and BLACKBURNE.

GAME II.

(*King's Kt.'s Gambit.*)

White. (Mr. BLACKBURNE.)	*Black.* (Mr. PINDAR.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to Q. fourth
4. P. takes P.	4. B. to Q. third
5. P. to Q. fourth	5. Kt. to K. B. third
6. B. to Q. B. fourth	6. Castles
7. Castles	7. Q. Kt. to Q. second
8. Kt. to Q. B. third	8. Kt. to Q. Kt. third
9. B. to Q. Kt. third	9. B. to K. Kt. fifth
10. Q. to Q. third	10. R. to K. square
11. B. to Q. second	11. Q. to Q. second
12. Q. R. to K. square	12. B. to K. B. fourth
13. Q. to Q. Kt. fifth	13. Q. takes Q.
14. Kt. takes Q.	14. Q. Kt. takes P.
15. Kt. to K. fifth	15. P. to Q. R. third
16. Kt. to Q. B. third	16. Kt. takes Q. Kt.
17. B. takes K. B. P.	17. K. to B. square
18. Q. B. takes Kt.	18. R. takes Kt.
19. Q. P. takes R.	19. B. checks
20. K. to R. square	20. Kt. to K. Kt. fifth
21. P. to K. sixth	21. Kt. to B. seventh (check)
22. R. takes Kt.	22. B. takes R.
23. B. to Q. Kt. fourth (check)	23. P. to Q. B. fourth
24. R. to K. B. square	24. P. takes B.
25. R. takes B.	25. R. to Q. square
26. P. to K. R. third	26. P. to K. Kt. fourth
27. R. to K. second	27. K. to K. second
28. R. to K. fifth	28. B. takes Q. B. P.
29. R. takes K. Kt. P.	29. R. to Q. seventh
30. R. to K. Kt. eighth	30. B. to K. fifth
31. R. to K. eighth (check)	31. K. to B. third
32. P. to K. seventh	32. B. takes Kt. P. (check)
33. K. to Kt. square	33. B. to Q. B. third

And wins.

Game III.

Between the same opponents.

(*French Opening.*)

White. (Mr. Pindar.)	*Black.* (Mr. Blackburne.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to to Q. fourth
3. P. takes P.	3. P. takes P.
4. Kt. to K. B. third	4. Kt. to K. B. third
5. B. to Q. third	5. B. to Q. third
6. Castles	6. B. to K. third
7. Kt. to Q. B. third	7. Castles
8. Kt. to K. fifth	8. P. to Q. B. fourth
9. P. to K. B. fourth	9. P. takes Q. P.
10. Kt. to Q. Kt. fifth	10. B. takes K. Kt.
11. P. takes B.	11. Kt. to K. Kt. fifth
12. B. to K. B. fourth	12. Kt. to Q. B. third
13. Q. to K. square	13. P. to K. B. third (*a*)
14. P. takes P.	14. Q. takes P.
15. Kt. to Q. B. seventh	15. K. R. to K. square (*b*)
16. Q. to K. Kt. third	16. P. to K. R. fourth
17. Q. R. to K. square	17. P. to K. R. fifth
18. Q. to K. B. third	18. Kt. to Q. Kt. fifth
19. Kt. takes B.	19. R. takes Kt.
20. Q. takes Kt.	

And wins.

Notes.

(*a*) This was a rash move. "P. to Q. R. third" seems to us far preferable
(*b*) Why not Q. R.?

Game IV.

Between the same opponents.

(*Irregular Opening.*)

White. (Mr. Blackburne.)	*Black.* (Mr. Pindar.)
1. P. to K. fourth	1. P. to Q. third
2. P. to Q. fourth	2. Kt. to K. B. third
3. Kt. to Q. B. third	3. P. to K. third
4. B. to Q. third	4. B. to K. second
5. P. to K. B. fourth	5. P. to Q. Kt. third (*a*)

6. Kt. to K. B. third	6. B. to Q. Kt. second
7. Q. B. to K. third	7. Q. Kt. to R. third
8. Q. to K. second	8. Kt. to Q. Kt. fifth
9. P. to Q. R. third	9. Kt. takes B.
10. P. takes Kt.	10. Castles
11. R. to Q. B. square	11. Q. to Q. second
12. Kt. to K. Kt. fifth	12. P. to K. R. third
13. P. to K. R. fourth	13. P. to K. Kt. third
14. P. to K. Kt. fourth	14. P. to K. fourth
15. P. to K. B. fifth	15. P. takes Q. P.
16. B. takes P.	16. P. to Q. B. fourth
17. B. to K. third	17. P. to Q. fourth
18. P. to K. fifth	18. P. to Q. fifth
19. P. takes Kt.	19. P. takes Q. Kt.
20. P. takes K. B.	20. Q. takes K. P.
21. Kt. to K. B. third	21. P. takes Q. Kt. P.
22. R. to Q. Kt. square	22. K. R. to K. square
23. K. to K. B. second	23. P. to Q. B. fifth
24. Q. R. takes P.	24. Q. B. P. takes P.
25. Q. takes P.	25. B. takes Kt.
26. B. to K. Kt. fifth (*b*)	26. Q. to K. fifth

And wins.

Notes.

(*a*) This may be properly called an irregular opening.
(*b*) Why not "K. R. to Kt. square." ?

These Games are taken from a former Match between Messrs. PINDAR and BLACKBURNE. In a recent Match, which is still going on, Mr. BLACKBURNE is four, to Mr. PINDAR'S one.

Games by Correspondence, between Mr. KEMPE and Mr. JOHN THOMSON, of Aberdeen.

GAME I.

(*Ruy Lopez.*)

White. (Mr. KEMPE.)	*Black.* (Mr. THOMSON.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. Kt. fifth	3. B. to Q. B. fourth

4. P. to Q. B. third	4. Q. to K. B. third
5. Castles	5. K. Kt. to K. second
6. P. to Q. fourth	6. P. takes P.
7. B. to K. Kt. fifth	7. Q. to K. third (*a*)
8. P. takes P.	8. Kt. takes P.
9. Kt. takes Kt.	9. Q. to K. fourth
10. B. takes Kt. (*b*)	10. B. takes Kt.
11. B. to Q. R. third	11. B. takes B. P.
12. B. takes B.	12. Q. takes B.
13. Q. to Q. Kt. third (*c*)	13. Q. takes R. (*d*)
14. Kt. to Q. B. third	14. Q. takes R. (check)
15. K. takes Q.	15. Castles
16. Kt. to Q. fifth	16. P. to Q. B. third
17. Kt. to K. seventh (check)	17. K. to R. square
18. Kt. takes B.	18. Q. R. takes Kt.
19. B. to Q. B. fourth	19. P. to Q. fourth
20. P. takes P.	20. P. takes P.
21. B. takes P.	21. K. R. to K. square
22. P. to K. Kt. third	22. P. to Q. Kt. third
23. B. takes B. P.	23. R. to K. second
24. P. to K. R. fourth	24. R. to K. B. square
25. B. to Q. B. fourth	25. P. to K. R. third
26. Q. to Q. third	26. P. to Q. Kt. fourth
27. B. to Q. Kt. third	27. P. to Q. R. fourth
28. Q. to Kt. sixth	28. Q. R. to K. square
29. P. to Kt. fourth	29. P. to Q. R. fifth
30. B. to B. second	30. K. to Kt. square
31. Q. to R. seventh (check)	31. K. to B. square
32. B. to Kt. sixth	

And Black resigned.

Notes.

(*a*) A false defence, which involves the loss of a piece. "Q. to Kt. third" is the proper reply.

(*b*) Great nicety of play is required on the part of White, to maintain the advantage.

(*c*) The saving clause, overlooked in the analysis of Black.

(*d*) Possibly it is the best chance to give up Queen for the Rooks.

GAME II.

Between the same opponents.

(*Philidor's Defence.*)

White. (Mr. THOMSON.)	*Black.* (Mr. KEMPE.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. P. to Q. third
3. P. to Q. fourth	3. P. takes P.
4. Kt. takes P.	4. P. to Q. fourth (*a*)
5. P. takes P.	5. Q. takes P.
6. Kt. to Q. Kt. fifth (*b*)	6. Q. takes Q. (check)
7. K. takes Q.	7. Kt. to Q. R. third
8. B. to K. B. fourth	8. P. to Q. B. third
9. Kt. to Q. sixth (check)	9. B. takes Kt.
10. B. takes B.	10. B. to K. Kt. fifth (check)
11. K. to B. square (*c*)	11. Castles
12. B. takes Kt.	12. R. takes B.
13. B. to Q. B. fourth	13. Kt. to K. second
14. P. to K. B. third	14. B. to K. R. fourth
15. P. to Q. Kt. third	15. P. to Q. Kt. fourth
16. B. to K. second	16. Kt. to Q. fourth
17. R. to Q. square	17. K. to B. second (*d*)
18. K. to Kt. second	18. Kt. to K. sixth
19. R. takes R.	19. K. takes R.
20. P. to K. Kt. fourth	20. B. to Kt third
21. Kt. to Q. R. third	21. R. to K. square (*e*)
22. B. to Q. third	22. B. takes B.
23. P. takes B.	23. P. to Kt. fifth
24. Kt. to Kt. square (*f*)	24. Kt. to B. eighth
25. P. to Q. R. third	25. P. to Q. R. fourth

And White resigned.

Notes.

(*a*) This seems to wrest the attack from the first player.

(*b*) Certainly not a good method of pursuing the game.

(*c*) "B. to K. second" should have been played.

(*d*) Gaining valuable time for the end-game, when an exchange of Rook is forced.

(*e*) "P. to K. R. fourth" is also good; but the move adopted is stronger play.

(*f*) "K. to B. fourth" would lose the game even quicker.

(*g*) "Kt. to B. fourth (check)" would have given White a tolerable game.

A smart little skirmish between Messrs. P. HEALEY and Mr. BAINES.

(*Giuoco Piano.*)

White. (Mr. HEALEY.)	*Black.* (Mr. BAINES.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. B. third	4. Q. to K. B. third
5. Castles	5. K. Kt. to K. second
6. P. to Q. fourth	6. P. takes P.
7. B. to K. Kt. fifth	7. Q. to Kt. third
8. B. takes Kt.	8. B. takes B.
9. P. takes P.	9. Q. takes P. (*a*)
10. R. to K. square	10. Q. to Kt. fifth
11. P. to Q. fifth (*b*)	11. Q. takes B.
12. P. takes Kt.	12. Q. takes P. (*c*)
13. Kt. to Q. fourth	13. Q. to Q. third (*d*)
14. Kt. to Q. B. third	14. Castles
15. Kt. to K. fourth (*e*)	15. Q. to Q. Kt. third
16. Kt. to K. B. fifth	16. B. to Q. Kt. fifth
17. R. to K. third	17. P. to Q. third
18. Q. to K. Kt. fourth (*f*)	18. B. takes Kt. (*g*)
19. Kt. to B. sixth (check)	19. K. to R. square
20. Q. takes B.	20. P. to Kt. third
21. R. to K. R. third	21. P. to K. R. fourth
22. R. takes P. (check)	

And mates next move.

Notes.

(*a*) Very hazardous, as it exposes his King, preventing him from Castling safely.

(*b*) Evidently an oversight. We would have preferred taking B. P. (check), then pushing Pawn to Q. fifth.

(*c*) To take Pawn with Q. P. would have been much better.

(*d*) From this point Black has a bad game.

(*e*) White could have won a piece by playing "Kt. to K. B. fifth."

(*f*) Apparently a strong move; but if thoroughly examined, the Student will find Black has an excellent reply, by playing Q. to K. fifth, thus offering an exchange of Queens, at the same time preventing the threatened mate.

(*g*) Had Black played 18. "P. to K. third," the moves must have followed thus:—

19. Kt. to B. sixth (check)	19. K. to R. square
20. R. to K. R. third	20. P. to R. fourth
21. R. takes P. (check)	21. P. takes R.
22. Queen mates	

Game between Mr. F. H. LEWIS and another AMATEUR.

(*Remove Black's Q. Kt.*)

(*Ruy Lopez.*)

Black. (Mr. LEWIS.)	*White.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. Kt. fifth	3. P. to Q. third
4. P. to Q. fourth	4. B. to Q. second (*a*)
5. P. to Q. B. third	5. P. to Q. R. third
6. B. to Q. R. fourth	6. B. to K. second
7. P. to Q. R. third	7. Kt. to K. B. third
8. B. to Q. B. second	8. P. takes P.
9. P. takes P.	9. B. to K. Kt. fifth
10. Q. to Q. third	10. P. to K. R. third (*b*)
11. B. to Q. second	11. B. takes Kt.
12. P. takes B.	12. P. to Q. Kt. fourth
13. P. to K. B. fourth	13. Q. to Q. second
14. K. R. to Kt. square	14. Castles on K. side
15. P. to K. B. fifth	15. Q. R. to K. square
16. B. takes R. P.	16. Kt. to K. R. fourth
17. B. to Q. second	17. B. to K. B. third
18. Q. to K. R. third	18. Kt. takes P.
19. B. to Q. third	19. Q. to Q. B. third
20. Q. takes Kt.	20. Kt. to Q. B. seventh (check)
21. K. to Q. square	21. Kt. takes R.
22. R. to K. Kt. third	22. R. takes P.
23. R. to K. R. third	23. R. to K. R. fifth
24. R. takes R.	24. B. takes R.
25. P. to K. B. sixth	

And White resigns.

Notes.

(*a*) A bad move in an even game, but can be played in a game at odds when a Kt. or R. is given.

(*b*) Clearly a lost move. The amateur is evidently below a Kt. player. We advise him to take stronger odds. If we publish this game, it is not on account of its intrinsic merit, but rather to show the contrast of the different amateurs who take a Knight. Compare the style of this amateur with that of Mr. Mackenzie's, in the present number, where Herr Kolisch gives him a Knight.

Game played July 13, 1861, between Mr. BRIEN and an AMATEUR.

(*Muzio Gambit.*)

White. (Mr. BRIEN.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. P. to K. Kt. fifth
5. Kt. to Q. B. third	5. P. takes Kt.
6. Q. takes P.	6. P. to Q. B. third
7. P. to Q. fourth	7. P. to Q. fourth
8. P. takes P.	8. Q. to K. R. fifth (check)
9. P. to K. Kt. third	9. P. takes P.
10. P. takes P.	10. Q. to K. second (check) (*a*)
11. K. to K. B. second	11. Q. to K. B. third
12. B. to K. B. fonrth (*b*)	12. Q. takes Q. P. (check)
13. K. to K. Kt. second	13. Q. takes K. B.
14. Q. R. to K. square (check)	14. K. to Q. square
15. R. to K. R. fourth	15. Q. to Q. R. third
16. B. to K. Kt. fifth (check)	16. P. to K. B. third
17. B. takes P. (check)	17. Kt. takes B.
18. Q. takes Kt. (check)	18. K. to Q. B. second
19. Q. takes R.	19. B. to Q. third
20. R. takes P. (check)	20. Kt. to Q. second
21. R. to K. eighth	21. P. to Q. Kt. fourth
22. R. to Q. eighth	22. Q. to Q. Kt. second
23. Q. to K. eighth	

And wins.

Notes.

(*a*) In another game the Q. P. was taken at this point, whereupon the first player rejoined with "R. to K. R. fourth."

(*b*) Perhaps the best play.

Game between Messrs. MACKENZIE and BODEN.

(*Gambit refused.*)

White. Mr. MACKENZIE.)	*Black.* (Mr. BODEN.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. to Q. B. fourth
3. Kt. to K. B. third	3. P. to Q. third

4. B. to Q. B. fourth	4. Kt. to K. B. third
5. P. to Q. third	5. Q. to K. second
6. P. to Q. B. third	6. B. to K. Kt. fifth
7. Q. to K. second	7. Kt. to Q. B. third
8. B. to K. third	8. B. takes B.
9. Q. takes B.	9. P. takes P.
10. Q. takes P.	10. B. takes Kt.
11. Kt. P. takes B.	11. P. to Q. fourth
12. B. to Q. Kt. fifth	12. Castles (K. R.)
13. B. takes Kt.	13. P. takes B.
14. Kt. to Q. second	14. P. takes P.
15. K. B. P. takes P. (*a*)	15. Kt. to Q. fourth
16. Q. to K. Kt. third	16. P. to K. B. fourth
17. Castles Q. R.	17. Kt. takes Q. B. P.
18. P. takes Kt.	18. Q. to R. sixth (check)
19. K. to Kt. square	19. Q. R. to Q. Kt. (check)
20. Kt. to Kt. third	20. R. takes Kt. (check)
21. P. takes R.	21. Q. takes P. (check)
22. K. to R. square	22. Q. to R. sixth (check)
23. K. to Kt. square	23. R. to Q. Kt. (check)
24. K. to B. second	24. Q. to B. seventh

And mates.

Note.

(*a*) White ought to have taken with Q. P. instead, which would have prevented Black sacrificing his Kt. with such deadly effect. We may here remark, that Mr. Boden gives to Mr. Mackenzie the odds of the move and the drawn games.

Game played at the Grand Cigar Divan, July 31, 1861, between Herr ANDERSSEN and Mr. MACKENZIE, the former giving the odds of the P. and move.

(*Remove Black's K. B. P.*)

White. (Capt. MACKENZIE.)	*Black.* (Herr ANDERSSEN.)
1. P. to K. square	1. P. to K. third
2. P. to Q. fouth	2. P. to K. Kt. third
3. Q. Kt. to B. third	3. B. to Kt. second
4. Kt. to K. B. third	4. Kt. to K. second
5. B. to Q. third	5. P. to Q. fourth

6. B. to K. third	6. Q. Kt. to B. third
7. Q. to Q. second	7. P. to Q. R. third
8. Castles (K. R.)	8. Castles
9. P. takes P.	9. P. takes P.
10. P. to K. R. third	10. Q. B. takes K. R. P.
11. Kt. to K. Kt. fifth	11. B. to Kt. fifth
12. P. to B. third	12. B. to Q. second
13. Q. to B. second	13. Kt. to K. B. fourth
14. B. takes Kt.	14. B. takes B.
15. P. to B. fourth	15. Q. to Q. third
16. Kt. to K. second	16. Q. R. to K. square
17. P. to B. third	17. Q. to K. second

And White resigned.

The following game was played between Mr. G. B. FRASER, *of Dundee*, and Mr. G——, a Metropolitan amateur, the former giving his Q. Kt.

(*Remove White's Q. Kt. from the board.*)

(*Evan's Gambit.*)

White. (Mr. G. B. FRASER.)	*Black.* (Mr. G——.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. B. to Q. B. fourth	3. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes P.
5. P. to Q. B. third	5. B. to Q. B. fourth
6. P. to Q. fourth	6. P. takes P.
7. Castles	7. P. takes Q. B. P. (*a*)
8. B. takes K. B. P. (check)	8. K. takes B.
9. Q. to Q. fifth (check)	9. K. to K. square
10. Q. takes K. B.	10. Q. to K. B. third
11. P. to K. fifth	11. Q. to K. second
12. Q. takes Q. B. P.	12. Kt. to K. R. third
13. B. to Q. R. third (*b*)	13. Q. to K. third
14. K. R. to K. square	14. K. Kt. to K. Kt. fifth (*c*)
15. P. to K. R. third	15. Kt. to K. R. third
16. Q. R. to Q. square	16. K. Kt. to K. B. fourth
17. Q. R. to Q. sixth	17. P. takes R.

18. P. takes P.	18. Q. takes R. (check)
19. Q. takes Q. (check)	19. K. to B. second (*d*)
20. Q. to K. fourth	20. Kt. to K. R. third
21. Kt. to Kt. fifth (check)	21. K. to B. square
22. Kt. takes K. R. P. (check)	22. R. takes Kt.
23. Q. takes R.	

And wins.(*e*)

Notes.

(*a*) This is scarcely prudent, even at the odds of Kt.

(*b*) Perhaps stronger than taking off the K. Kt., although both are good moves at this juncture.

(*c*) A lost move.

(*d*) He should rather have allowed White to take Q., checking, as it would have freed the men on Q.'s side.

(*e*) Though the forces are about equal, the hampered condition of the Black men prevents their being brought to the assistance of the Black K. in time.—*Norfolk and Eastern Counties Gazette.*

SOLUTIONS TO PROBLEMS.

No. 177. *Page* 239.

White.	*Black.*
1. R. to Q. B. sixth	1. K. moves or B. to K. square
2. R. to Q. B. eighth, and wins Bishop. (A)	

(A)

1.	1. B. to K. Kt. square
2. R. to K. B. sixth	2. B. moves
3. R. takes B.	3. K. moves

4. R. to K. B. sixth, and mates next move.

No. 178. *Page* 239.

White.	*Black.*
1. Kt. to K. seventh	1. P. to Q. B. fourth (best)
2. Kt. from K. seventh to Q. B. eighth	2. P. to B. fifth, or (A.)
3. Kt. takes R.	3. P. to B. sixth
4. Kt. to Q. seventh	4. P. to B. seventh
5. Kt. to Q. B. fifth (check)	5. K. takes Kt.
6. Kt. to Q. Kt. sixth	6. K. to Kt. second
7. K. to Q. seventh	7. K. to Kt. square
8. K. to Q. B. sixth	8. K. to R. second
9. K. to Q. B. seventh	9. K. to R. square
10. K. to Q. Kt. sixth	10. K. to Kt. square
11. K. takes P.	11. K. to B. second
12. K. to Q. Kt. fifth	12. K. to Kt. second
13. K. to Kt. fourth	13. K. to R. third
14. K. to R. fourth	14. K. to R. second
15. K. to R. third	15. K. to R. third
16. K. to Kt. second, and wins.	

(A)

2.	2. R. to R. square
3. Kt. takes R.	3. K. to B. third
4. Kt. to R. seventh (check)	4. K. to Kt. second
5. Kt. to Kt. sixth, and wins.	

No. 179. *Page* 240.

White.	*Black.*
1. R. to Q. R. square (check)	1. R. takes R.
2. Q. to Q. B. third	2. Q. takes B. (best)
3. Q. to K. square (check)	3. B. to Q. eighth
4. Q. takes Q. mate	

No. 180. *Page* 240.

White.	*Black.*
1. P. to Q. B. fourth (check)	1. P. takes P. *en passant* (best)
2. B. to K. third	2. any move
3. Kt. to Q. R. second, and mates next move.	

No. 181. *Page* 255.

White.	*Black.*
1. Q. to K. seventh	1. R. takes Q. (A.)
2. Kt. to Q. sixth (check)	2. Kt. takes Kt.
3. B. to Q. third, and mates.	

(A.)

1.	1. K. to B. fourth*
2. Kt. to Q. fourth (check)	2. K. moves
3. Q. to R. fourth, mate.	

* If any other move, "Q. to R. fourth (check)," and mates next move.

No. 182. *Page* 255.

White.	*Black.*
1. B. to K. sixth*	1. R. to Q. third
2. P. to Kt. fifth	2. K. to K. fourth
3. B. to Kt. fourth, and wins.	

* This is the only move to win.

No. 183. *Page* 256.

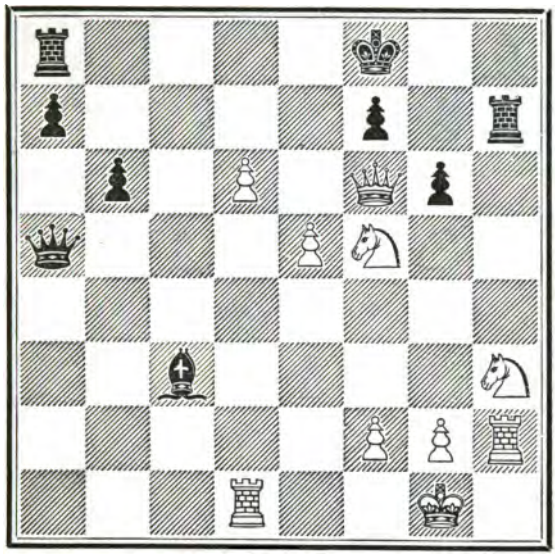
White.	*Black.*
1. B. takes P. (dis. check)	1. K. moves
2. B. takes K. P. (dis. check)	2. K. moves
3. B. to Q. fourth (dis. check)	3. K. moves
4. B. to K. third (dis. check)	4. K. moves
5. B. to K. B. fourth (dis. check)	5. K. moves
6. B. to K. Kt. third (dis. check)	6. K. moves
7. B. to K. fifth (dis. check) and mates.	

No. 184. *Page* 256.

White.	*Black.*
1. B. to K. fifth	1. P. moves
2. B. to K. B. fourth	2. K. moves
3. B. to K. R. sixth	3. K. or P. moves
4. B. mates	

No. 189. Problem by Mr. J. C. ROLL.

BLACK.

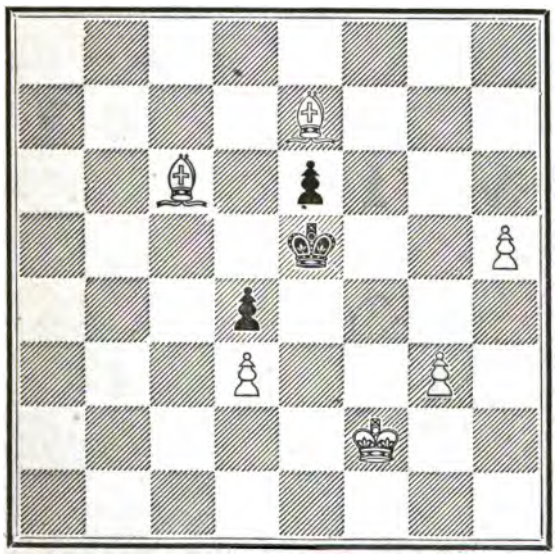


WHITE.

White to move, and mate in four moves.

No. 190. Problem by J. J. WATTS, Esq.

BLACK.

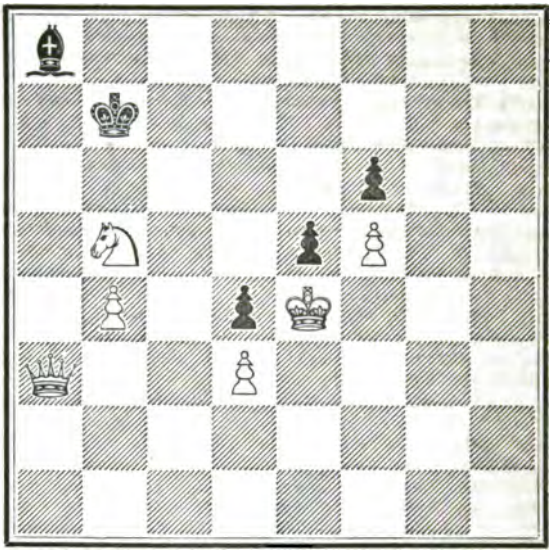


WHITE.

White to move, and mate in four moves.

No. 191. Problem by Mr. J. C. Roll.

BLACK.



WHITE.

White compels Black to mate him in three moves.

No. 192. Problem by J. J. Watts, Esq.

BLACK

WHITE.

White to move, and and mate in three moves.

MR. LOUIS PAULSEN.

We are happy to announce the arrival of this distinguished player, who at once entered the lists in the Chess Congress at Bristol, and gallantly bore off the First Prize, defeating Herr Kolisch, afterwards Dr. Wilson, and finally Mr. Boden, in London. In Max Lange's *Paul Morphy, a Sketch from the Chess World*, translated into English by Herr Falkbeer, in 1860, we find the following Biographical Notice attached to the Games between him and Morphy:—

"Louis Paulsen, the second victor in the great tournament, is a German, born in Lippe-Detmold, twenty-four years old, and from 1854 a denizen of Iowa, in the United States. He has distinguished himself not only by his success in the tourney, but still more by his wonderful talent in blindfold play. He has lately succeeded in playing and winning twelve games at the same time, without seeing the board. The *Schachzeitung* of September, 1858, gives a more detailed account of these extraordinary performances, as well as of Mr. Paulsen himself."

The tournament here spoken of, was in the Chess Congress at New York, in the autumn of 1857, in which Morphy bore off the First Prize, and Paulsen the Second. Paulsen has since challenged Morphy to play a Match, but that gentleman declined playing on even terms, and Paulsen refused to receive any odds, consequently the match was not played. His blindfold play is as extraordinary as ever, as his recent exhibition at Bristol testifies, while his play over the board is described by one Chess authority as "magnificent," and by another as "profound, learned, very careful and cautious, and remarkably accurate."

The London Chess Club, with its accustomed spirit and liberality, has taken advantage of his visit to promote a match between him and Kolisch, which commences on Monday, the 30th of September; the conditions of the match are, that the winner of the first Nine Games be the victor, and each player to be limited to twenty-four moves in two hours and a half—one game to be played daily. This match has excited great interest, and we hope to be able to give the result in our next Number.

THE CHESS CONGRESS AT BRISTOL.

THE long talked of Meeting of the British Chess Association, was commenced on Tuesday, Sept. 10, in the Lecture Hall of the Athenæum, at Bristol. The attendance was both numerous and influential. Among those who were present on the first day of the Congress we may mention Sir Arthur Hallam Elton, the Misses Elton and party, the Right Rev. Dr. English, Archbishop of Trinidad; the Rev. A. C. Rowley, the Rev. W. Wayte, Dr. Wilson, Herr Paulsen, Mr. S. S. Boden, Mr. C. H. Stanley, Herr Kolisch, Herr Kling, Herr Horwitz, Mr. Young, Mr. Puller, Mr. Hampton, Mr. Zachary, Mr. Langley, Mr. Bolt, Mr. Fedden, Mr. Gillam, Mr. Nugent, Mr. Howard, Mr. Withers, Mr. Holloway, Mr. George Walker, Mr. Selkirk, Mr. Berry, Mr. Light, Mr. Wilson, Mr. Tilly, Mr. Powell, Mr. Corfe, Mr. Cleland, Mr. Worth, Herr. Löwenthal, &c.

In answer to a call from Herr Löwenthal, Captain Kennedy opened the proceedings with a brief address.

Captain KENNEDY said he regretted to have to announce that a letter had been received from their President, the Right Hon. Lord Lyttelton, intimating that, to his great disappointment, he would be unable to come to Bristol to preside at that Meeting, in consequence of illness. He (Captain Kennedy) was sure that all present would participate in regret at his lordship being unable to attend, and at the cause of it. Lord Lyttelton was well known to them all as constant in his solicitude for the advancement of the game of Chess, and had displayed a warm interest in the preparatory proceedings, and he much regretted not being able to take part in the Congress. In all other respects, however, that Meeting promised to be one of the best, if not *the* best they had ever had. The presence of the distinguished American player, Mr. Paulsen, would alone be sufficient to constitute the present a new era in the history of the game, second only to the time of the visit of his renowned compatriot, Mr. Paul Morphy. It was very satisfactory to see assembled in that room so many distinguished Chess players, who would engage in friendly rivalry, and appreciate

> "The stern joy which warriors feel
> In foemen worthy of their steel."

A meeting such as that would exercise no little influence to the advantage of the game, as it encouraged and disseminated its practice, and tended to excite a more wide-spread and lively interest in the most delightful of all games, by bringing together Chess-players from all parts of the kingdom: indeed, he might say, from all parts of the world, to engage not only in friendly contest, but also to present such specimens of play as would form valuable additions to the already existing store of published Chess games; and, lastly, by affording those who, in Chess,

possess a bond of common interest, the opportunity of promoting feelings of intimate friendship and goodwill amongst the large and increasing fraternity of Chess-players.

At the conclusion of this Address the players were paired off for

THE GRAND TOURNAMENT.

The lots fell as follows:—Mr. Boden *v.* Herr Horwitz; Mr. Stanley *v.* Dr. Wilson; Mr. Hampton *v.* Rev. A. W. Wayte; Mr. Paulsen *v.* Herr Kolisch.

The players immediately commenced operations, the various boards being watched, with the closest attention, by the company. The contest between Paulsen and Kolisch excited unusual interest, and the personal appearance of the two players seemed to be scrutinized as keenly, and with as much curiosity as their play. The contrast presented in the *physique* of the two men was certainly striking—Paulsen, tall, broad-shouldered, and sinewy; Kolisch, short, thin, and almost effeminate looking. In age there appeared to be little difference between them—both being about twenty-five; but this only rendered the contrast in their *physique* the more striking.

Kolisch, at Board No. 4, had the first move, and opened a King—*Lopez Knight's Game.* Paulsen boldly replied to P to K 4 with the same. The whole of the opening was carefully and steadily played by both parties, and neither gained any substantial advantage over the other at any period during the contest. After seven hours' fighting (at the twenty-fourth move) Kolisch offered a draw, to which Paulsen immediately consented.

At No. 1 Board (Wilson *v.* Stanley), the first move won by Dr. Wilson, and the game proceeded steadily until the eleventh move, when the first player sacrificed a Bishop for three Pawns. Immediately after, Mr. Stanley allowed his opponent to win a Knight, thus leaving Dr. Wilson three Pawns ahead. In the end, Dr. Wilson proved the victor.

At No. 2 Board (Wayte *v.* Hampton) Mr. Wayte opened a *Scotch Gambit.* Mr. Hampton defended himself most successfully until he, unfortunately put a Castle *en prise* without support. After the next move, Mr. Hampton was constrained to resign.

At No. 3 Board (Boden *v.* Horwitz), Mr. Boden won the move, and opened with a *Scotch Gambit.* In the onslaught that followed, Mr. Boden gained the "exchange." Herr Horwitz now lost the advantage, but struggled manfully to recover his game. His efforts, however, were in vain. Mr. Boden played with great caution, and successfully resisted his opponent's assaults one after the other, until he could again assume the offensive, when Herr Horwitz was obliged to yield the victory.

THE MINOR TOURNMENT

was played at the same time, the players being matched as follows:—1.—Young to give Pawn and move to Worth; 2.—Gillam to give Pawn and move to Stoate; 3.—Zachary to give Pawn and move to Howard; 4.—Blackstone to give Pawn and move to Bolt; 5.—Bugby to give Pawn and move to Pigott; 6.—Langley to give Pawn and two moves to Ferriere; 7.—Holloway even against Fedden; 8.—Berry even against Puller.

WEDNESDAY.

The proceedings on the second day were continued in the Athenæum, in the presence of a most brilliant company, including, besides those who attended on the previous day, Sir John Blunden, Bart.; Mr. Schulten and Mr. Schul, of Liverpool; Mr. Hans Hasche, President of the Manchester Chess Club; Mr. Medley, of London; Mr. Gammon, of Cardiff; Mr. Chipperfield, of Southampton, &c.

At noon, Messrs. Paulsen and Kolisch resumed their contest in the Grand Tournament, and continued playing for nearly nine hours without bringing their match to a conclusion. Paulsen had the first move, and Kolisch adopted the Sicilian Defence. As on the previous day, the greatest anxiety was manifested to watch the progress of this interesting contest, and the players rewarded the on-lookers by presenting them with some exceedingly thoughtful and clever positions. Both combatants engaged with the greatest caution and deliberation, and no decided advantage was gained by either throughout the game. The contest ultimately resulted in a drawn game.

Another interesting feature of this day's programme was a match between the Worcester and Cardiff Chess Clubs. Worcester was represented by Mr. Zachary and Mr. Wood, and Cardiff by Mr. Langley and Mr. Fedden. The game was begun with a *French Opening;* but though contested with great skill and spirit by both parties for upwards of six hours, the result was a draw.

The pairing for the second round of the Grand Tournament having been decided on Tuesday, Mr. Boden commenced operations against Mr. Wayte. Mr. Boden began with the *King's Knight's Opening*, and Mr. Wayte replied with *Philidor's Defence*. After very steady play on both sides for some hours, Mr. Wayte unfortunately took a piece of his opponent's, and left himself open to a mate in two moves. Mr. Boden immediately took advantage of this, and won the game.

It was originally arranged that Mr. Paulsen, should, on the evening of this day, perform his wonderful feat of playing ten games blindfolded; but that gentleman being still engaged with Herr Kolisch, the feat was postponed until Friday morning. In order that the visitors might not be wholly disappointed, Mr. Löwenthal gallantly volunteered to supply Mr. Paulsen's place in the programme by playing

twelve games simultaneously. Ultimately, however, fourteen antagonists entered the field, and Mr. Löwenthal engaged them all, having the first move in each game. The following gives the result:—

Board No. 1.—Mr. G. Phillips, *French Opening*, left unfinished.

No. 2.—Mr. H. Vines, *Irregular Opening*, left unfinished.

No. 3.—Mr. Gammon, *Irregular Opening*, eighteen moves, two hours, ten minutes. Löwenthal lost.

No. 4.—Mr. Hebbins, *King's Gambit*, thirty-five moves, three hours. Löwenthal won.

No. 5.—Mr. Tilly, *Irregular Opening*, three hours and a quarter. Löwenthal won,

No. 8.—Mr. Stoward, *King's Gambit*, refused, left unfinished, three hours and a quarter.

No. 9.—Mr. Barber, *French Opening*. Löwenthal won.

No. 10.—Mr. Bolt, *King's Gambit*, refused, thirty-three moves, three hours, and ten minutes. Löwenthal lost.

No. 11.—Mr. Powell, two games, *Q. B. Pawn's Game*, in *K. Kt's Opening*, and *King's Gambit*, refused. Löwenthal won both.

No. 12.—Mr. Zachary, *King's Gambit*, refused. Thirty-three moves, two hours and a third. Löwenthal lost.

No. 13.—Mr. Stoats, *Two Knight's Defence*, thirty-six moves, three hours and a quarter. Löwenthal won.

No. 14.—Mr. Taylor. Löwenthal won.

Thus the total number of games won by Herr Löwenthal was eight; lost by him, three; left unfinished, four.

THE MINOR TOURNAMENT.

In the first round the following were the victors:—Mr. Young, Mr. Fedden, Mr. Gillam, Mr. Puller, Mr. Howard, and Mr. Langley, respectively, against Mr. Worth, Mr. Holloway, Mr. Stoate, Mr. Berry, Mr. Zachary, and Mr. Ferrier. Messrs. Pigott and Bolt were declared winners, on account of the absence of the gentlemen with whom they were pitted to play. The eight sccessful competitors were then paired against each other, by lot, which gave:—1.—Young, even against Bolt; 2.—Gillam, even against Langley; 3.—Howard, even against Puller; 4.—Fedden, Pawn and move to Pigott.

The result was, that Mr. Langley conquered Mr. Gillam, Mr. Puller conquered Mr. Howard, and Mr. Pigott overcame Mr. Fedden; while Mr. Bolt and Mr. Young made a drawn game. The latter, however, having to leave, resigned the match; consequently, Messrs. Langley, Bolt, Pigott, and Puller were left to complete in the third round.

On Thursday evening the Telegraphic Matches between London and Bristol were played, and created very great interest. To an observer having but a moderate acquaintance with the game, the ease

and continuity of the telegraphic communication appeared little short of marvellous. All went smoothly, rapidly, and in almost unbroken succession.

The Consultation Game between Sir John Blunden, Capt. Kennedy, and Mr. Löwenthal, in Bristol, and Messrs. Mongredien, Campbell, and Coffey, in London, was opened by the latter, who adopted the *King's Knight's Opening;* upon the reply to this, it was determined to play the *Petroff's Defence.* The London players prosecuted the attack most vigorously, and their opponents, having a cramped position, gave up a Pawn; but in return the attack passed over to their side. Some remarkably fine play ensued, the one side using their utmost endeavours to retain the advantage they had acquired, and the other striving to deprive them of it. At this point, positions of the greatest interest occurred, and the play elicited was of the highest order; but the attack of the Bristol players succeeded, and eventually they regained the Pawn they had given up. Each side saw that now was the opportunity, and the efforts of both to obtain the advantage were unflagging—every move was an attack and counter attack. The position of the forces of the Bristol players was, however, rather the better of the two, and after a time they succeeded in throwing their opponents upon the defensive. Now was the time; a single false move on either side would have been fatal, and the care and thought bestowed upon the moves were extreme. Notwithstanding, however, the utmost exertions of the representatives of London, their antagonists retained their advantage, although it was but a slight one. Thus the game went on, until at last Mr. Mongredien and his colleagues proposed that it should be given up as drawn; but the other side thought they had a chance of winning, which they were rather unwilling to throw up, and it was decided to continue the play. Several more moves were sent by both parties, and at last Sir John and his coadjutors, not seeing their way clearly to force the game, proposed a draw, which was accepted by the London allies. In the single games, Mr. Puller, at Bristol, was pitted against Mr. Mackenzie. At Board C, the Rev, W. Wayte represented Bristol against Mr. Wormald, who, having the first move, commenced the *Ruy Lopez Attack.* This was also a very fine game, both attack and defence being conducted in capital style, and in the end, time not allowing the match to be finished, it was abandoned as drawn, as was the case with the rest of the telegraph games, the only one of the series played out being that between Mr. Mackenzie and Mr. Puller, for, after a long and arduous contest, the victory was decided in favour of the former.

Mr. Langley at Bristol, at Board D, had for his opponent Captain Cunningham, who played the *Sicilian Defence.* Mr. L., in the commencement, made a bad move, and the attack passed over to his oppo-

nent (who continued it in first-rate style), and, if there had been more time to finish the game, there is little doubt that he must have succumbed.

Herr Kling took Board E against Mr. Burden, and challenged him to a *King's Gambit*, but it was refused. An unfortunate *contretemps* occurred. Herr Kling seeing an opportunity of gaining a piece, sent off a move, but he had unfortunately played the wrong piece, and the penalty was that he had to move his King; the consequence was that he lost a Pawn, besides obtaining a bad position. Nevertheless, he stuck gallantly to his work, and in time managed to get himself clear, and to obtain an equal game, with the exception of being a Pawn short, and he had great hopes when play stopped of being able to make a draw. At Board F, Herr Horwitz played against Mr. Healey, who was at the Divan in London. This, a *Centre Counter Gambit*, was one of the steadiest games of the series, but the German, from the commencement, took the lead and obtained rather the better game, until at last Mr. Healey telegraphed "mate in seven moves." This created great interest amongst the bystanders, whilst Horwitz was exclaiming, "Nonsense, it can't be done." On the next move the Londoner retreated a Bishop, and then Horwitz discovered that he had been hoaxed, and that there was no Mate on the Board. Mr. Medley represented Bristol at the last Board, G, his antagonist being the Rev. — M'Donnell. The latter had the first move, and opened a *Scotch Gambit*, but Mr. Medley resolved the game into a *Guioco Piano*, and thus obtained a better position, and the manner in which he conducted the attack was deserving of praise. After the opening, the Rev. — M'Donnell played rather timidly, of which his clever adversary took full advantage, and at the time of play ceasing Mr. Medley had a game won by position, although it had not been resigned.

An attractive feature of this day's proceedings, was a Consultation Match between the Bristol and Liverpool Clubs; the Rev. A. C. Rowley Messrs. Withers, and Phillips representing Bristol; and Messrs. Schull, Steele, and Howard, Liverpool. In the end, Liverpool was victorious.

On Friday morning Herr Paulsen performed his wonderful feat of playing eleven games *simultaneously*, without sight of board or men, against some of the strongest Amateurs present at the Meeting. There was a numerous attendance, including some of the fair sex, and on the distinguished player ascending the platform he was greeted with loud applause. The game commenced a little before twelve o'clock, and his opponents were as follows:—At Board, No. 1.—Dr. Wilson; 2.—Mr. Puller; 3.—Vines; 4.—Berry; 5.—Holloway; 6.—Fedden; 7.—Selkirk; 8.—Rev. W. Wayte; 9.—Mr. Steele; 10.—Howard; 11.—Nugent.

These gentlemen played at boards ranged round the room, and Mr.

Löwenthal, and afterwards Herr Kling, called out each player's move in rotation, received Mr. Paulsen's reply, and made it on his opponent's board. At twenty minutes past three, about three hours and a half from the commencement, Mr. Wayte, at Board No. 8, resigned. The announcement of this was received with great applause. It was a most beautiful game, Mr. Paulsen sacrificing a piece for the attack. At half-past five Mr. Berry's game was resigned as drawn; and directly after Mr. Selkirk's was given up similarly, and when six o'clock arrived, the remainder were left unfinished—Mr. Vines and Mr. Puller being each a piece short at that time, and Mr. Paulsen having slightly the advantage in most of the others. On his descending from the platform the gentlemen present crowded round, and warmly congratulated him on his wonderful skill, and most marvellous it certainly was—his opponents being all of them Amateurs, who have attained to the rank of very strong players.

In the Minor Tournament, Messrs. Bolt and Pigott, remained to contest for the first and second prizes, and Mr. Bolt proved the victor.

In the evening a dinner took place at the White Lion Hotel, under the presidency of Captain H. A. Kennedy, supported by Mr. T. J. Hampton, the Treasurer of the Association, as Vice-Chairman. Owing to indisposition Mr. Paulsen could not attend. The dinner was a most excellent one, and gave universal satisfaction.

On Saturday, the third and concluding game in the Match between Paulsen and Kolisch commenced, and excited the utmost interest. Unfortunately, on the twenty-eighth move, Kolisch made an oversight, and then resigned—his game, however, in any case could not have been saved. Having won the Match, Mr. Paulsen played, in the second round, with Dr. Wilson, and proved victorious. The last Match, between the winner and Mr. Boden decided the possession of the first and second prizes. The first game was played on Friday, Sept. 21st, at the Divan, Strand, Mr. Paulsen carrying the victory. Mr. Boden, owing to his numerous engagements, resigned the Match. Mr. Paulsen became thus entitled to the first prize, while the second was gained by Mr. Boden.

A General Meeting was also held on Saturday, at which the Accounts were Audited, and various resolutions passed, the most important of which was, that the Meeting of the Association should be held in the following year in London; and a Provisional Committee was appointed to make the preliminary arrangements. A Committee was also appointed to examine the Problems sent for competition, and votes of thanks were passed to Captain Kennedy, the Chairman, Mr. Löwenthal, &c., &c.—*Abridged from* The Era.

Two games in a match played at Berlin between Herr HIRSCHFIELD and Herr MAYET, the former giving the move and the drawn games to his opponent.

GAME I.

(Sicilian Opening.)

White. (Herr MAYET.)	*Black.* (Herr HIRSCHFIELD.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. P. to Q. B. fourth	2. P. to K. third
3. Kt. to Q. B. third	3. Kt. to K. second
4. P. to K. Kt. third	4. P. to Q. fourth (*a*)
5. P. to K. fifth	5. Q. Kt. to B. third
6. P. to K. B. fourth	6. Kt. to K. Kt. third
7. P. to K. R. fourth	7. P. to K. B. fourth
8. P. takes P. (*en passant*)	8. Kt. P. takes P.
9. P. takes P.	9. P. takes P.
10. Q. to R. fifth	10. P. to K. B. fourth
11. B. to Q. third	11. Q. Kt. to K. second (*b*)
12. Kt. to K. B. third	12. P. to Q. B. fifth
13. B. to Q. B. second	13. P. to Q. fifth
14. B. to Q. R. fourth (check)	14. B. to Q. second
15. B. takes B. (check)	15. Q. takes B.
16. Kt. to K. fifth	16. Q. to K. third
17. Kt. to Q. Kt. fifth	17. Castles
18. Q. to K. second (*c*)	18. Kt. takes Kt.
19. P. takes Kt.	19. Q. to Q. fourth
20. Kt. takes P. (check)	20. K. to Kt. square
21. Castles	21. R. to Kt. square
22. K. to R. second	22. K. takes Kt.
23. P. to Q. third	23. B. to Kt. second
24. P. takes P.	24. Q. takes K. P.
25. Q. to K. B. second	25. Kt. to K. Kt. third
26. P. to K. R. fifth	26. Kt. to K. second (*d*)
27. B. to K. B. fourth	27. Q. to Q. B. fourth
28. Q. to Q. B. second	28. B. to K. fourth
29. P. to Q. Kt. fourth	29. Q. to Q. B. second
30. P. to Kt. fifth	30. B. takes B.
31. R. takes B.	31. K. to Kt. square
32. R. to Q. Kt. square	32. Kt. to Q. fourth

33. P. to Kt. sixth	33. Kt. takes P.
34. Q. to Kt. third	34. Q. takes P.
35. Q. takes Kt.	35. Q. to K. seventh (check) (*e*)
36. K. to R. square	36. Q. takes P. (check)
37. K. to Kt. second	37. R. takes P. (check)
38. K. takes R.	38. R. to Kt. square (check)
39. K. to B. second	39. Q. to R. seventh (check)
40. K. to K. square	40. R. to Kt. eighth (check)
41. R. covers	41. Q. to Kt. sixth (check)
42. K. to Q. second	42. R. to Kt. seventh (check)
43. K. to B. square	43. Q. to B. sixth (check)

And mates next move.

Notes.

(*a*) If Black had not pushed his pawn now, White by playing "B. to Kt. second," would have prevented the advance of the Pawn.

(*b*) By playing "Kt. to Q. fifth" he would hinder the advance of his own Pawns.

(*c*) White is now compelled to retreat, and has consequently lost time.

(*d*) The retreat of the Kt. apparently loses time, but in reality the previous move was to induce White to push his Pawn and thus weaken his position.

(*e*) "K. to R. third" would have delayed the mate, but not have saved the game.

GAME II.

Between the same opponents.

(*Sicilian Opening.*)

White. (Herr MAYET.)	*Black.* (Herr HIRSCHFIELD.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. K. Kt. to B. third	2. P. to K. third
3. P. to Q. fourth	3. P. takes P.
4. Kt. takes P.	4. Kt. to Q. B. third (*a*)
5. Kt. to Q. Kt. fifth	5. P. to Q. R. third
6. Kt. to Q. sixth (check)	6. B. takes Kt.
7. Q. takes B.	7. Q. to K. second
8. Q. to Kt. third	8. Kt. to K. B. third (*b*)
9. Kt. to Q. B. third	9. Kt. to K. R. fourth (*c*)
10. Q. to B. third	10. P. to K. Kt. third
11. P. to K. Kt. fourth	11. Kt. to K. fourth
12. Q. to K. second	12. Kt. to Kt. second

13. B. to R. sixth	13. Castles
14. P. to K. R. fourth	14. P. to K. B. fourth
15. K. P. takes P.	15. K. P. takes P.
16. Kt. to Q. fifth	16. Kt. to B. sixth (check)
17. K. to Q. square	17. Q. takes Q. (check)
18. B. takes Q.	18. P. takes P.
19. B. to Q. B. fourth	19. K. to R. square
20. Kt. to Kt. sixth	20. Q. R. to Kt. square
21. P. to Q. B. third	21. P. to Q. fourth (*d*)
22. B. takes P.	22. B. to B. fourth
23. K. to K. second	23. Q. R. to K. square (check)
24. K. to B. square	24. Kt. to Q. seventh (check)
25. K. to Kt. second	25. B. to K. fifth (check)
26. B. takes B.	26. Kt. takes B.
27. K. R. to B. square	27. Kt. to K. B. fourth (*e*)
28. B. takes R.	28. Kt. takes P. (check)
29. K. to Kt. square	29. R. takes B.
30. Q. R. to Q. square	30. R. to B. sixth
31. R. to Q. eighth (check) (*f*)	31. K. to Kt. second
32. R. to Q. seventh (check)	32. K. to R. third
33. R. takes P.	33. Kt. to Kt. fourth (*g*)
34. R. to K. square	34. Kt. to R. sixth (check)
35. K. to R. square	35. Kt. takes P. (check)
36. K. to Kt. square	36. Kt. to R. sixth (check)
37. K. to R. square	37. P. to Kt. sixth
38. R. takes P. (check)	38. K. takes R.
39. R. to K. seventh (check)	39. K. to R. third
40. R. to K. square	40. R. to B. sixth

And Black can now mate in two moves.

Notes.

(*a*) At this stage of the game "Kt. to K. B. third" might also be played.
(*b*) "P. to K. B. fourth" would have been stronger.—See games between Morphy and Löwenthal.
(*c*) "P. to Q. fourth" would have been better, as Morphy generally plays.
(*d*) Sacrificing a Pawn with the object of developing his game, and to prevent White's K. playing to B. second.
(*e*) By giving up the exchange Black has a strong attack.
(*f*) "R. to Q. fourth" would have wrested the attack from Black.
(*g*) Threatening to play "R. to R. sixth."

An incidental game between the same Opponents.

(*King's Knight's Gambit.*)

White. (Herr Hirschfield.)	*Black.* (Herr Mayet.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. P. to K. R. fourth	4. P. to Kt. fifth
5. Kt. to K. fifth	5. Kt. to K. B. third
6. B. to Q. B. fourth	6. P. to Q. fourth
7. P. takes P.	7. B. to Q. third
8. P. to Q. fourth	8. Kt. to R. fourth
9. B. to Kt. fifth (check)	9. K. to B. square
10. Kt. to Q. B. third	10. Kt. to Kt. sixth
11. R. to Kt. square (*a*)	11. Q. takes P.
12. B. takes P.	12. Kt. to R. fourth (dis. check)
13. P. to Kt. third	13. Q. to R. seventh
14. B. to R. sixth (check) (*b*)	14. K. to Kt. square
15. B. to K. third	15. Kt. takes P.
16. B. to B. second (*c*)	16. B. takes Kt.
17. P. takes B.	17. Kt. to R. fourth
18. R. takes P. (check)	18. B. takes R.
19. Q. takes B. (check)	19. Kt. to Kt. second
20. B. to Q. fourth (*d*)	20. P. to K. R. fourth
21. Kt. to K. fourth (*e*)	21. Q. takes K. P.
22. Q. to B. eighth (check)	22. K. to R. second
23. Q. takes R. (check)	23. K. takes Q.
24. B. takes Q.	24. P. to Q. R. third
25. B. to K. eighth	25. Kt. to B. third (*f*)
26. B. takes Kt.	26. P. takes B.
27. Kt. to B. sixth	27. P. takes P.
28. Castles	

The game being hopeless, Black resigned.

Notes.

(*a*) In general "R. to R. second" is played, but the move in the text is preferable

(*b*) If Kt. covers the check, B. plays to K. third.

(*c*) By playing "Kt. to K. fourth" some very interesting positions arise.

(*d*) Better than checking at B. eighth.

(*e*) Well played, as Black would be mated in two moves if he were to take the Queen.
(*f*) The best counter moves.

Fifth and last of the Match between Messrs. PINDAR and BLACKBURNE, of Manchester.

(*Irregular Opening.*)

White. (Mr. PINDAR.)	*Black.* (Mr. BLACKBURNE.)
1. P. to K. B. fourth	1. P. to Q. B. fourth
2. P. to K. third	2. Kt. to K. B. third
3. Kt. to K. B. third	3. P. to K. third
4. P. to Q. Kt. third	4. B. to K. second
5. B. to Q. Kt. second	5. P. to Q. Kt. third
6. P. to Q. B. fourth	6. B. to Q. Kt. second
7. B. to K. second	7. Castles
8. Kt. to Q. B. third	8. P. to Q. fourth
9. Q. to Q. B. second	9. Kt. to Q. B. third
10. P. to Q. R. third	10. P. to Q. R. third
11. Castles (K. R.)	11. Q. to Q. B. second
12. Q. R. to Q. B. square	12. K. R. to Q. square
13. Q. Kt. to Q. square	13. P. to Q. fifth
14. Q. Kt. to B. second	14. K. R. to Q. second
15. Q. Kt. to Q. third	15. P. takes P.
16. P. takes P.	16. Kt. to K. Kt. fifth
17. Q. Kt. to K. fifth	17. Q. Kt. takes Kt.
18. Kt. takes Kt.	18. Kt. takes Kt.
19. B. takes Kt.	19. B. to Q. third
20. B. to Q. Kt. second	20. Q. R. to Q. square
21. Q. R. to Q. square	21. B. to K. second
22. B. to K. fifth	22. Q. to Q. B. square
23. R. takes R.	23. R. takes R.
24. P. to K. B. fifth	24. B. to K. Kt. fourth (*a*)
25. Q. to Q. B. third	25. P. to K. B. third
26. P. takes K. P.	26. R. to K. second
27. B. to Q. sixth	27. R. takes P.
28. B. to K. Kt. fourth	28. B. takes K. P. (check)
29. K. to R. square	29. B. takes K. Kt. P. (check)
30. K. takes B.	30. Q. to Q. B. third (check)

31. R. to K. B. third	31. R. to K. fifth (*b*)
32. B. to K. B. fourth	32. R. to K. square
33. Q. to Q. third	33. B. to Q. fifth
34. B. takes K. R. P. (check)	34. K. to R. square
35. B. to K. Kt. sixth	35. R. to K. eighth
36. B. to K. Kt. third	36. R. to K. Kt. eighth (check)
37. K. to R. third	37. Q. to K. third (check)
38. Q. to K. B. fifth	38. Q. takes Q.
39. R. takes Q.	

And wins.

Notes.

(*a*) From this point the positions begin to be very interesting and critical.

(*b*) Black tries hard and ingeniously to escape the loss of a piece; but, curiously enough, it seems impossible.

Game lately played between Mr. SCHULTEN, late of New York, and Herr CARSTUNJEN, the best player in Cologne.

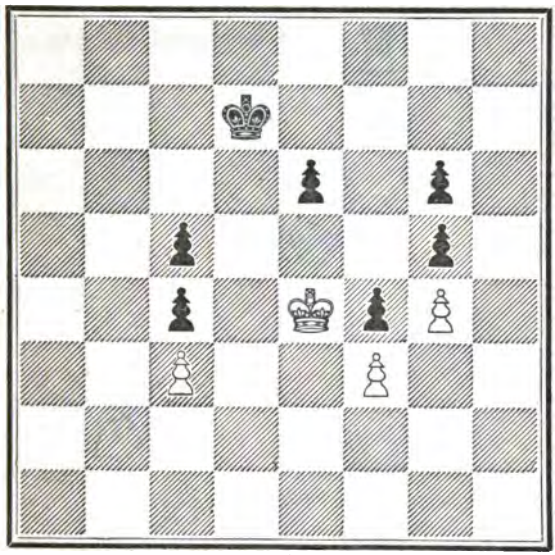
(*The Two Knight's Opening.*)

White. (Mr. SCHULTEN.)	*Black.* (Herr CARSTUNJEN.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. Kt. to K. B. third
4. P. to Q. third	4. P. to Q. fourth
5. P. takes P.	5. Kt. takes P.
6. Castles	6. B. to K. B. fourth
7. P. to Q. B. third	7. Castles
8. P. to Q. Kt. fourth	8. B. to Q. Kt. third
9. P. to Q. Kt. fifth	9. Kt. to Q. R. fourth
10. K. Kt. takes P.	10. Q. B. to K. third
11. B. to Q. Kt. third	11. Q. Kt. takes B.
12. Q. R. P. takes Kt.	12. Kt. takes Q. B. P.
13. Q. Kt. takes Kt.	13. K. B. to Q. fifth
14. Kt. takes K. B. P.	14. R. takes Kt.
15. B. to Q. Kt. second	15. Q. to K. R. fifth
16. Q. to Q. B. second	16. R. to K. B. fourth
17. Q. to K. second	17. B. to Q. second
18. Q. to K. fourth	

And Black announced check-mate in four moves, and mated accordingly.

No. 193. Chess Study by Herr HORWITZ.

BLACK.

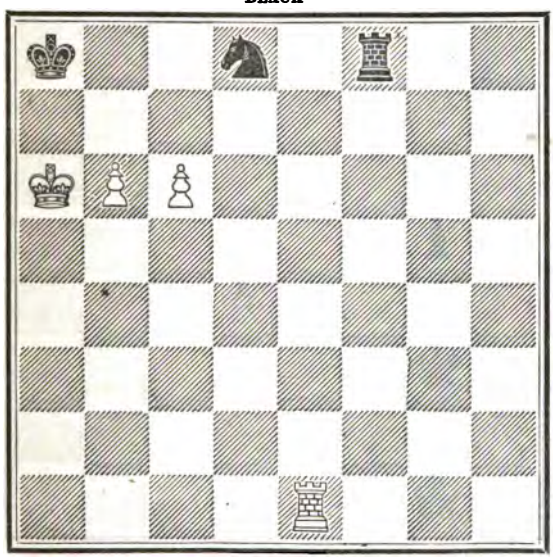


WHITE.

White having to move, can draw by playing K. to K. fifth; but Black moving first can win.

No. 194. Chess Study by Herr HORWITZ.

BLACK

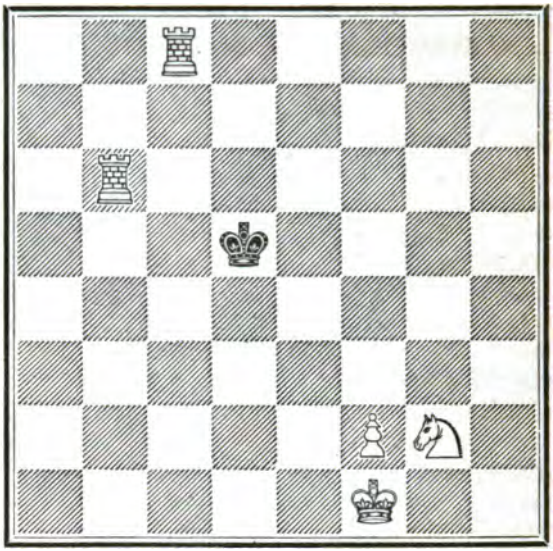


WHITE.

White has the move, and wins.

No. 195. Problem by Herr KLING.

BLACK.



WHITE.

White to move, and mate in three moves.

No. 196. Problem by J. J. WATTS, Esq.

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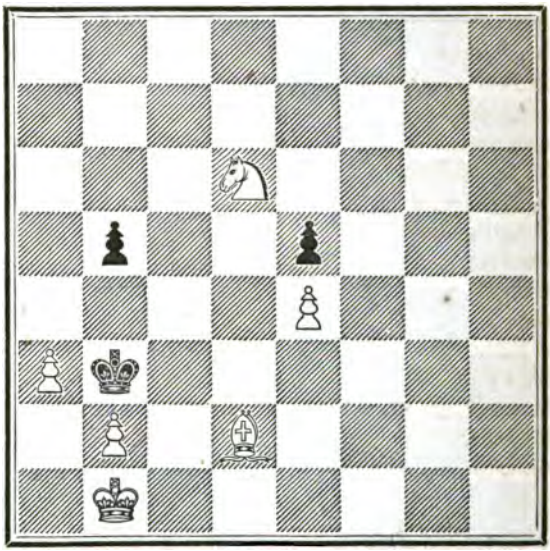


WHITE.

White to move, and mate in four moves.

Games between Messrs. J. PIERCE and W. T. PIERCE.

GAME I.

(*King's Gambit.*)

White. (J. PIERCE.)	*Black.* (W. T. PIERCE.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. B. to Kt. second
5. P. to Q. fourth	5. P. to Q. third
6. P. to Q. B. third	6. P. to K. R. third
7. Castles	7. Kt. to Q. B. third
8. P. to Q. Kt. fourth	8. B. to K. Kt. fifth
9. K. to R. square (*a*)	9. Kt. to K. B. third
10. Q. Kt. to Q. second	10. Castles
11. Q. to K. square	11. P. to Q. fourth
12. P. takes P.	12. K. Kt. takes P.
13. Kt. to Q. Kt. third	13. K. R. to K. square
14. Q. to Q. second	14. R. to K. sixth
15. B. to Q. Kt. second	15. B. takes Kt.
16. R. takes B.	16. R. takes R.
17. P. takes R.	17. Kt. to K. sixth
18. B. to K. second	18. Q. to Q. fourth
19. Kt. to Q. B. fifth	19. Kt. to K. fourth
20. Kt. to K. fourth	20. Kt. to K. Kt. third
21. R. to K. Kt. square	21. Kt. to K. R. fifth
22. Q. to Q. third (*b*)	22. P. to K. B. fourth
23. Kt. to Q. second	23. Q. to K. B. second
24. Kt. to Q. B. fourth	24. R. to K. square
25. B. to Q. B. square	25. Kt. to K. Kt. fifth
26. R. to K. B. square	26. Q. to K. third
27. P. takes Kt.	27. Q. takes B.
28. Q. takes Q.	28. R. takes Q.
29. P. takes P.	29. P. to B. sixth
30. P. to K. R. third	30. Kt. takes K. B. P.
31. R. takes K. B. P.	31. Kt. takes Q. P.
32. R. to K. B. square	32. Kt. to K. third
33. B. to K. third	33. B. takes Q. B. P.
34. B. takes Q. R. P.	34. P. to Q. Kt. fourth

35. Kt. to Q. R. third	35. Kt. to K. B. fifth
36. Kt. takes Q. Kt. P.	36. B. to K. fourth
37. B. to K. Kt. square	37. Kt. to K. R. fourth
38. R. to K. B. second	38. R. to K. eighth
39. P. to Q. R. fourth (*c*)	39. Kt. to K. B. fifth
40. P. to Q. R. fifth	40. Kt. takes K. R. P.
41. R. to K. Kt. second	41. P. to Q. B. third
42. Kt. to R. seventh	42. B. to Q. fifth *
43. Kt. takes Q. B. P.	43. Kt. takes B.
44. K. to R. second	44. B. to. K. sixth
45. K. to K. Kt. third (*d*)	45. Kt. to K. seventh (check)
46. K. to B. third	46. Kt. to Q. fifth (check)
47. Kt. takes Kt.	47. B. takes Kt.

The game was ultimately drawn.

Notes.

(*a*) That he may play "Q. Kt. to Q. second," safely.

(*b*) Anticipating Black's next move.

(*c*) White, at this juncture, plays his best; if "R. to Q. second," with the intention of playing "Kt. to Q. fourth," the following moves are likely:—

39. R. to Q. second	39. Kt. to K. B. fifth
40. Kt. to Q. fourth	40. B. takes Kt.
41. R. takes B.	41. R. takes B. (check), &c.

* [Had Black taken B. with Kt., he must have won a clear piece, or have mated White.—ED.]

(*d*) In this difficult position, we again think White chooses the best move. It will be seen that, to avoid losing the exchange, White must either move his K. or R.—suppose

45. R. to Q. R. second	45. P. to K. Kt. fifth

Threatening mate in three moves.

46. K. to Kt. third	46. P. to K. R. fourth
47. P. to Q. R. sixth	47. Kt. to K. seventh (check)
48. K. to R. second or Kt. second	48. P. to K. R. fifth, and wins.

If K. to R. fourth, Black will Queen his K. Kt. P.

GAME II.

Between the same opponents.

(*K.'s Kt.'s Opening.*)

White. (Mr. W. T. PIERCE.)	*Black.* (Mr. J. PIERCE.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to B. fourth	3. B. to K. second

4. P. to Q. fourth	4. P. takes P.
5. Kt. takes P.	5. Kt. to K. fourth
6. B. to Q. Kt. third	6. Kt. to K. B. third
7. P. to K. B. fourth (*a*)	7. Kt. takes K. P.
8. P. takes Kt.	8. B. to Q. Kt. fifth (check)
9. K. to B. square	9. Q. to K. R. fifth
10. P. to K. Kt. third	10. Kt. takes Kt. P. (check)
11. K. to Kt. second	11. Kt. takes R.
12. Q. to K. B. third	12. Castles
13. Kt. to B. fifth	13. Q. to K. eighth
14. B. to K. R. sixth	14. P. to Q. fourth
15. Kt. to Q. B. third (*b*)	15. Q. to B. seventh (check)
16. Q. takes Q.	16. Kt. takes Q.
17. B. takes Kt. P.	17. R. to K. square
18. K. takes Kt.	18. B. takes Kt.
19. B. to K. B. sixth	19. P. to Q. B. third
20. P. to K. R. fourth	20. P. to K. R. fourth
21. R. to Kt. square (check)	21. B. to Kt. third
22. R. to Kt. fifth	22. B. to K. second
23. Kt. to K. second	23. B. takes B.
24. P. takes B.	24. R. to K. third
25. Kt. to B. fourth	25. R. takes P.
26. K. to Kt. third	26. Q. R. to K. square
27. Kt. takes R. P.	27. R. to K. sixth (check)
28. K. to Kt. second	28. R. to K. seventh (check)
29. K. to Kt. square	29. R. to K. eighth (check)
30. K. to R. second	30. R. to B. seventh (check)
31. K. to R. third	31. Q. R. to R. eighth (check)
32. K. to Kt. third	32. K. R. to B. eighth
33. Kt. to B. fourth	33. K. to R. second
34. P. to Q. B. fourth	34. K. R. to Kt. eighth (check)
35. Kt. covers	35. B. to K. fifth
36. K. to B. second	36. R. takes Kt. (check)
37. R. takes R.	37. B. takes R.
38. K. takes B.	38. R. takes K. R. P.
39. P. takes P.	39. P. to Q. B. fourth

And White resigned.

Notes.

(*a*) This seems to be an error, of which Black cleverly takes advantage.
(*c*) Evidently he dare not take the Rook.

GAME III.

Between the same opponents.

(*K.'s Kt.'s Opening.*)

White. (J. PIERCE.)	*Black.* (Mr. W. T. PIERCE.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to B. fourth	3. K. Kt. to B. third
4. Q. Kt. to B. third	4. K. B. to B. fourth
5. Castles	5. P. to Q. third
6. P. to Q. third	6. B. to K. Kt. fifth
7. P. to K. R. third	7. B. to K. R. fourth
8. P. to K. Kt. fourth	8. Kt. takes K. Kt. P.
9. P. takes Kt.	9. B. takes K. Kt. P.
10. B. takes K. B. P. (check)	10. K. to Q. second
11. B. to Q. fifth	11. P. to K. R. fourth
12. Kt. to Q. R. fourth	12. Q. to K. B. third
13. Kt. takes B. (check)	13. P. takes Kt.
14. B. takes Kt. (check)	14. K. takes B.
15. K. to Kt. second (*a*)	15. Q. R. to K. B. square
16. Kt. takes K. P. (check)	16. Q. takes Kt.
17. P. to K. B. third (*b*)	17. P. to K. Kt. fourth
18. B. to K. third (*c*)	18. P. to K. R. fifth
19. P. takes B.	19. Q. to Kt. sixth (check)
20. K. to R. square	20. Q. to R. sixth (check)
21. K. to Kt. square	21. Q. takes B. (check)
22. K. to R. square	22. Q. to R. sixth (check)
23. K. to Kt. square	23. R. takes R. (check)
24. Q. takes R.	24. Q. takes Kt. P. (check)
25. Q. to Kt. second	25. Q. takes Q. (check)
26. K. takes Q.	26. P. to R. sixth (check)

The game was continued for many more moves, but was finally won by Black.

(*a*) This move we consider is the source of all White's future troubles; he should have taken K. P. with Kt. (check) at once.

(*b*) White, at this point plays his best move. If instead he play 17. "Q. to K. square," or "Q. to K. second," Black first checks with B. at K. B. sixth, and then "Q. to K. third" winning. And if,—

White.	*Black.*
17. P. to K. B. fourth	17. B. takes Q. (best)
18. P. takes Q.	18. R. takes R.
19. K. takes R.	19. B. takes Q. B. P.
19. K. to K. second	19. R. to Q. square
20. B. to K. Kt. fifth	20. R. takes P.
21. P. to K. sixth	

He would have gained nothing by 21. "R. to Q. B. square."

	21. R. to Q. third

The only move, if 21. "R. to K. fifth," White would win.

22. P. to K. seventh	22. R. to K. third
23. R. to K. B. square	23. B. takes K. P.
24. R. to B. eighth	24. B. to K. Kt. third (dis. check)
25. K. to B. third	25. P. to Q. B. fifth
26. R. to K. Kt. eighth	26. P. to Q. Kt. fourth
27. R. takes K. Kt. P.	27. B. to K. square

and wins.

(*c*) If he had taken the Bishop he must have lost the game, thus,—

White.	*Black.*
18. P. takes B.	18. P. takes P.
19. R. to K. R. square	19. R. to K. B. sixth
20. R. takes R.	

If 20. "Q. to K. square," Black takes R. with R. and wins.

	20. Q. to K. Kt. sixth (check)
21. K. to R. square	21. R. to B. seventh

and wins.

Game played August 31st, 1861, between Mr. BRIEN and an AMATEUR. Mr. BRIEN gives the odds of K. Kt. and move.

(*Remove White's K. Kt.*

Black. (AMATEUR.)	*White.* (Mr. BRIEN.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. B. to Q. B. fourth	2. P. to K. third
3. P. to Q. third	3. P. to Q. R. third
4. P. to Q. B. third.	4. Kt. to Q. B. third
5. Kt. to K. B. third	5. P. to Q. fourth
6. P. takes P.	6. P. takes P.
7. B. to Q. Kt. third	7. P. to K. R. third
8. Castles	8. B. to K. third
9. R. to K. square	9. Q. to Q. second
10. B. to Q. R. fourth	10. P. to Q. Kt. fourth

11. B. to Q. Kt. third	11. B. to K. second
12. P. to K. R. third	12. Castles (K. R.)
13. P. to Q. R. third	13. B. to Q. third
14. P. to Q. fourth	14. P. to Q. B. fifth
15. B. to Q. B. second	15. Q. R. to K. square
16. B. to K. third	16. P. to K. B. fourth
17. Kt. to K. R. fourth	17. P. to K. B. fifth
18. B. to Q. B. square	18. B. takes K. R. P.
19. Kt. to K. Kt. sixth	19. R. takes R. (check)
20. Q. takes R.	20. R. to K. square
21. Q. to K. B. square	21. Q. to K. Kt. fifth
22. P. to K. B. third	22. Q. to K. Kt. sixth
23. B. to Q. second	23. B. to Q. Kt. square
24. P. to Q. R. fourth	24. P. to Q. Kt. fifth
25. P. takes P.	25. Kt. takes Q. P.
26. Kt. to Q. R. third	26. R. to K. seventh
27. Kt. takes K. B. P.	27. B. takes Kt.

And wins.

Game played Sept. 14th, between Mr. BRIEN and an AMATEUR. Mr. BRIEN gives the odds of Q. Kt.

(*Remove White's Q. Kt.*)

White. (Mr. BRIEN.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. B. to K. second
4. B. to Q. B. fourth	4. B. to K. R. fifth (check)
5. P. to K. Kt. third	5. P. takes P.
6. Castles	6. B. to K. B. third
7. P. to Q. fourth	7. P. to Q. third
8. Kt. to K. Kt. fifth	8. Kt. to K. R. third
9. Q. to K. R. fifth	9. B. to K. Kt. fifth
10. B. takes P. (check)	10. K. to K. B. square
11. Kt. to K. sixth (check)	11. B. takes Kt.
12. B. takes B.	12. Q. to K. second
13. B. takes Kt.	13. Q. takes K. B.
14. R. takes B. (check)	14. Q. takes R.

15. R. to K. B. square	15. P. takes P. (check)
16. K. to K. Kt. second	16. Q. takes R. (check)
17. K. takes Q.	17. P. takes B.
18. Q. takes P. at K. R. sixth (ch)	18. K. to K. Kt. square

White draws by checking perpetually with his Queen.

Game played Sept. 15th between Mr. BRIEN and an AMATEUR.
(*Remove White's Q. Kt.*

White. (Mr. BRIEN.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. B. to K. second
4. B. to Q. B. fourth	4. P. to Q. third
5. P. to Q. fourth	5. B. checks
6. P. to K. Kt. third	6. P. takes P.
7. Castles	7. P. takes P. (check)
8. K. to K. R. square	8. B. to K. B. third
9. P. to K. fifth	9. P. takes P.
10. Kt. takes K. P.	10. B. to K. third
11. B. takes B.	11. P. takes B.
12. Q. to K. R. fifth (check)	12. P. to K. Kt. third
13. Kt. takes P.	13. Q. to Q. fourth (check) (*a*)
14. Q. takes Q.	14. P. takes Q.
15. Kt. takes R.	15. B. takes Kt.
16. B. to K. Kt. fifth	16. Kt. to Q. B. third
17. Q. R. to K. square (check)	17. K. Kt. to K. second
18. P. to Q. B. third (*b*)	18. K. to Q. second
19. R. to K. B. seventh	19. R. to K. square
20. R. takes P.	20. P. to Q. R. third
21. R. to K. second (*c*)	21. P. to Q. Kt. fourth
22. Q. R. takes P.	22. B. takes P.
23. P. takes B.	23. Kt. takes P.
24. R. to Q. second	24. P. to Q. B. fourth
25. B. to K. B. sixth	25. Kt. to Q. B. third
26. B. takes Kt.	26. Kt. takes B.
27. R. takes P. (check)	27. K. to Q. B. third
28. R. to K. Kt. fifth	28. P. to Q. Kt. fifth
29. R. to K. B sixth (check)	29. K. to Q. Kt. fourth

30. R. to K. fifth	30. Kt. to K. Kt. square
31. R. from K. R. sixth to K. sixth	31. R. to Q. square
32. R. to K. Kt. fifth	32. R. to Q. eighth (check)
33. K. to K. R. second	33. R. to Q. seventh (check)
34. R. to K. Kt. second	34. R. to Q. square
35. K. to K. R. third	35. P. to Q. R. fourth
36. R. to K. Kt. seventh	36. P. to Q. B. fifth
37. R. from K. sixth to K. Kt. sixth	37. R. to Q. seventh
38. R. to K. Kt. fifth (check)	38. K. to Q. R. fifth
39. P. to Q. Kt. third (check)	39. P. takes P.
40. P. takes P. (check)	40. K. takes P.
41. R. takes Kt.	41. P. to Q. R. fifth
42. R. to Q. Kt. eighth	42. P. to Q. R. sixth
43. R. to K. Kt. fourth	43. R. to Q. sixth (check)
44. K. to K. Kt. second	44. R. to Q. seventh (check)
45. K. to K. B. third	45. P. to Q. R. seventh
46. R. at K. Kt. fourth takes P. (check)	46. K. to Q. B. sixth
47. R. to Q. R. fourth	47. R. to Q. Kt. seventh
48. R. at Q. Kt. eighth to Q. R. eighth	

And wins.

Notes.

(*a*) "P. takes Kt." is better.
(*b*) Perhaps stronger in a game at odds than "P. takes Kt.," &c.
(*c*) It would have been bad to win a piece.

A smart little game between Herr KLING and an AMATEUR, the former giving the odds of Q. Kt.

(*Remove Black's Q. Kt.*)

Black. (Herr KLING.)	*White.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. P. to K. R. fourth	4. Q. to K. second
5. P. takes P.	5. Q. takes P. (check)

6. B. to K. second	6. P. to Q. fourth
7. Castles	7. Kt. to K. second
8. R. to K. square	8. P. to Q. B. third
9. B. to K. B. square	9. Q. to Q. Kt. fifth
10. P. to Q. B. third	10. Q. to Q. B. fourth (check)
11. P. to Q. fourth	11. Q. to Q. third
12. P. to Q. Kt. third	12. B. to K. Kt. fifth
13. Q. to Q. third	13. B. takes Kt.
14. Q. takes B.	14. P. to K. R. third
15. B. takes P.	15. Q. to K. Kt. third
16. B. to Q. third	16. Q. to K. Kt. square
17. B. to K. fifth	17. B. to K. Kt. second
18. B. to K. B. sixth	18. B. to K. B. square
19. R. takes Kt. (check)	19. B. takes R.
20. R. to K. square	20. Kt. to Q. R. third
21. R. takes B. (check)	21. K. to K. B. square
22. R. takes Q. Kt. P.	22. P. takes P.
23. Q. to K. third	23. R. to K. square
24. Q. to Kt. third	24. R. to K. third
25. R. to Kt. eighth (check)	25. Kt. takes R.
26. Q. takes Kt. (check)	26. R. to K. square
27. Q. to Q. sixth (check)	27. R. interposes
28. Q. takes R.	

And mates.

Game between Messrs. STEEL and WILSON.

White. (Mr. STEEL.)	*Black.* (Mr. WILSON.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. P. to K. B. fourth
3. P. to Q. fourth	3. P. takes K. P.
4. Kt. takes P.	4. Kt. to K. B. third
5. B. to Q. B. fourth	5. P. to Q. fourth
6. B. to Q. Kt. third	6. P. to Q. B. fourth
7. P. to Q. B. third	7. Kt. to Q. B. third
8. Castles	8. B. to K. third
9. P. to K. B. fourth	9. B. to Q. third
10. B. to K. third	10. Castles

11. Kt. takes Kt.	11. P. takes Kt.
12. P. takes P.	12. B. to K. Kt. fifth
13. Q. to K. square	13. B. to Q. B. second
14. P. to K. R. third	14. B. to K. third
15. Kt. to Q. second	15. Q. to Q. second
16. Q. R. to Q. square	16. B. takes R. P.
17. P. takes B.	17. Q. takes P.
18. R. to B. second	18. Kt. to Kt. fifth
19. Kt. to B. square	19. R. to B. fourth
20. R. to Kt. second	20. R. to R. fourth
21. Kt. to Kt. third	21. R. to R. third
22. R. takes Q. P.	22. K. to R. square
23. Q. R. to Q. second	23. R. to K. B. square
24. B. to Q. square	24. Kt. takes B.
25. Q. takes Kt.	25. R. to Kt. third
26. B. to Q. B. second	26. Q. to R. fifth
27. Q. takes P.	27. R. takes Kt.
28. R. takes R.	28. Q. takes R. (check)
29. R. to Kt. second	29. Q. to R. fifth
30. R. to R. second	30. Q. to Kt. fifth (check)
31. K. to R. square	31. P. to K. Kt. third
32. Q. to Q. fourth (check)	32. K. to Kt. square
33. B. checks	33. R. to B. second
34. B. takes R. (check)	34. K. takes B.
35. R. takes P. (check)	

And wins.

The conquering Game in the Match between Herren PAULSEN and KOLISCH, played at the Bristol Congress.

(*Evans Gambit.*)

White. (Herr KOLISCH.)	*Black.* (Herr PAULSEN.)
1. P. to K. fourth	1. P. to K. fourth
2. K. Kt. to B. third	2. Q. Kt. to B. third
3. K. B. to Q. B. fourth	3. K. B. to Q. B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to Q. R. fourth
6. P. to Q. fourth	6. P. takes P.

7. Castles	7. P. to Q. third
8. P. takes P.	8. B. to Q. Kt. third
9. P. to Q. fifth	9. Kt. to Q. R. fourth
10. Q. B. to Kt. second	10. K. Kt. to K. second
11. K. B. to Q. third	11. Castles
12. Q. Kt. to B. third	12. Kt. to K. Kt. third
13. Q. Kt. to K. second	13. P. to Q. B. fourth
14. Q. to Q. second	14. P. to K. B. third
15. K. to R. square	15. Q. B. to Q. second
16. Q. R. to Q. B. square	16. P. to Q. R. third
17. K. Kt. to K. square	17. B. to Q. Kt. fourth
18. P. to K. B. fourth	18. P. to Q. B. fifth
19. B. to Q. Kt. square	19. P. to Q. B. sixth
20. R. takes P.	20. Kt. to Q. B. fifth
21. Q. to Q. B. square	21. R. to Q. B. square
22. K. B. to Q. third	22. B. to K. sixth
23. Q. to Q. B. second	23. Kt. to Q. seventh
24. R. to K. Kt. square	24. Q. R. takes R.
25. Q. takes R.	25. Q. to Q. Kt. third
26. B. to Q. B. square	26. B. takes R.
27. Kt. takes B.	27. B. takes K. B.
28. Kt. takes B.	28. Kt. takes K. P.

And White resigned.

Game played at the PHILIDORIAN ROOMS, September 26th 1861.
Mr. BRIEN gives the odds of Pawn and move.

(*Remove White's Pawn.*)

Black. (AMATEUR.)	*White.* Mr. BRIEN.)
1. P. to K. fourth	1. P. to Q. third
2. P. to Q. fourth	2. Kt. to K. B. third
3. B. to Q. third	3. P. to K. fourth
4. P. takes P.	4. P. takes P.
5. B. to Q. Kt. fifth (check) (*a*)	5. P. to Q. B. third
6. Q. takes Q. (check)	6. K. takes Q.
7. B. to Q. third	7. B. to K. Kt. fifth (*b*)
8. P. to K. B. third	8. B. to K. R. fourth
9. B. to K. Kt. fifth	9. Q. Kt. to Q. second

10. B. to Q. B. fourth (*c*)	10. K. to Q. B. second
11. B. takes Kt.	11. P. takes B. (*d*)
12. Kt. to Q. second	12. P. to Q. Kt. fourth
13. B. to Q. Kt. third	13. P. to Q. R. fourth
14. P. to Q. R. fourth	14. Kt. to Q. Kt. third
15. P. takes P.	15. P. takes P. (*e*)
16. Kt. to K. second	16. P. to Q. R. fifth
17. B. to K. sixth	17. B. to Q. B. fourth
18. Kt. to Q. B. third (*f*)	18. B. to K. square
19. Kt. to Q. fifth (check)	19. Kt. takes Kt.
20. B. takes Kt. (*g*)	20. B. to Q. B. third
21. B. takes B.	21. K. takes B.
22. K. to K. second	22. K. R. to Q. square
23. K. R. to Q. square	23. B. to K. B. square
24. Kt. to K. B. square	24. K. to Q. B. fourth (*h*)
25. R. takes R.	25. R. takes R.
26. Kt. to K. third	26. B. to K. R. third
27. R. to Q. square (*i*)	27. R. takes R.
28. Kt. takes R.	28. P. to Q. Kt. fifth
29. K. to Q. third	29. B. to Q. B. eighth
30. P. to Q. B. third	30. P. to Q. Kt. sixth
31. P. to Q. B. fourth	31. B. takes P. (*k*)
32. Kt. takes B.	32. P. to Q. R. sixth
33. K. to Q. B. third (*l*)	33. P. takes Kt.
34. K. takes P. at Q. Kt. second	34. K. takes P.
35. P. to K. Kt. fourth	35. K. to Q. fifth

And wins.

Notes.

(*a*) La Bourdonnais used to condemn the early exchange of Queens upon the part of the first player in games of this description of odds. Experience, on the whole, justifies the criticism of the great French master.

(*b*) To prevent an immediate attack upon his isolated Pawn in the centre.

(*c*) Up to this point Black seems to lose a little time in the mere debût.

(*d*) By capturing with Pawn instead of with Knight, he is enabled to operate with his King's Bishop upon both wings at the same time.

(*e*) The position of White's King is exposed, but the danger is not nearly so imminent when the Queens are off the board.

(*f*) A menacing move.

(*g*) "P. takes Kt." would perhaps have been stronger.

(*h*) The only chance for White lies in an immediate advance in this quarter, his position upon the other side being physically untenable.

(*i*) He would have gained nothing by attacking the Bishop with his Knight.

(*k*) Had he here advanced the King on the Q. Kt. file, Black might have perhaps safely sacrificed his Q. B. P.

(*l*) The best resource.

SOLUTIONS TO PROBLEMS.

No. 185. *Page* 271.

White.	*Black.*
1. P. to Q. Kt. fourth (check)	1. K. takes P. (best)
2. Kt. takes B. check)	2. K. takes P. or (A)
3. Kt. to Q. B. third (check)	3. K. anywhere
4. Kt. attacks King and Queen, and wins	
(A.)	
	2. K. to Q. B. fourth
3. Kt. to Q. Kt. sixth,* and wins	

* Wherever K. or Q. go, a check of K. and Q. is inevitable.

No. 186. *Page* 271.

White.	*Black.*
1. B. to K. Kt. second	1. R. to Q. Kt. square
2. B. to K. B. square (check)	2. R. takes B. (best)
3. R. to K. R. sixth (check)	3. K. to Q. Kt. fourth
4. R. to K. R. fifth (check)	4. K. to Q. Kt. third
5. R. to K. sixth (check)	5. K. to R. second
6. R. to K. R. seventh (check)	6. K. to R. square
7. K. to Q. Kt. sixth, and wins	

No. 187. *Page* 272.

White.	*Black.*
1. Q. to R. second (check)	1. K. to Kt. square (best)
2. R. to K. eighth (check)	2. Q. to K. B. square
3. R. to Q. Kt. eighth	3. Any move
4. Q. or R. mates	

No. 188. *Page* 272.

The White King should have been placed on the Queen's square.

White.	*Black.*
1. R. to B. fifth (check)	1. K. takes P. or (A, B.)
2. Q. to K. B. eighth (check) and mates next move	
(A)	
	1. K. to Q. fifth
2. R. to Kt. fourth (dis. check)	2. K. takes R.
3. Q. mates	
(B)	
	1. K. to B. fifth
2. Q. to R. second (check)	2. K. moves
3. Q. mates	

No. 189. *Page* 287.

White.	*Black.*
1. Kt. to B. fourth	1. Q. takes P.
2. Kt. takes P. (check)	2. K. to Kt. square (best)
3. Q. to Kt. seventh (check)	3. Any move
4. R. or Kt. mates mates	

No. 190. *Page* 287.

White.	*Black.*
1. B. to Kt. second	1. K. to B. fourth
2. K. to B. third	2. K. to K. fourth (best)
3. P. to Kt. fourth	3. K. moves
4. K. to B. fourth, dis. check-mate	

No. 191. *Page* 288.

White.	*Black.*
1. Q. to Kt. second	1. K. to B. third (best)
2. Kt. to R. third	2. K. or B. moves
3. P. to Kt. fifth	3. B. mates

No. 192. *Page* 288.

White.	*Black.*
1. Kt. to Q. sixth	1. R. takes R.*
2. Kt. to Kt. fifth (dis. check)	2. K. moves.
3. P. mates	

* If any other move, then 2. "R. to B. fifth (check)," and 3. "R. mates."

Corrigenda.—On Diagram 192, in our last Number, Black Pawn on K. B. seventh ought to have been a Black Bishop.

Solution of Problem in HORÆ MATUTINÆ.

White.	*Black.*
1. R. from K. third to B. third	1. B. to Q. R. eighth or (A, B, C, D, E.)

2. R. to Q. Kt. second, and mates next move.

(A)

	1. R. takes P.
2. R. takes R. mating next move	

(B)

	1. Kt. moves

2. R. to B. second (check) and mates next move

(C)

	1. B. takes R.

2. R. to B. second (check) mating next move

(D)

	1. B. to Q. sixth

2. R. takes B. and mates next move

(E)

	1. P. to K. fifth

2. R. to B. second (check) and mates next move

THE presence and blindfold play of Mr. Paulsen claims our especial notice. The wonderful abilities of this gentleman had long been a theme of Chess intelligence, but had never before been witnessed in England, and on this occasion, no less than eleven games were played by him without seeing either board or men—a most prodigious feat; the mere attempt to understand it is quite bewildering. Nor is his ordinary play less astonishing. There is no finer combination recorded than the one by which, in his last game with Kolisch, he won the exchange. The conception is magnificent.—*Bristol Daily Post.*

No. 197. End Game between Mr. THOROLD and Dr. WILSON.

BLACK.

WHITE.

White to move, and win.

No. 198. Problem by Herr KLING.

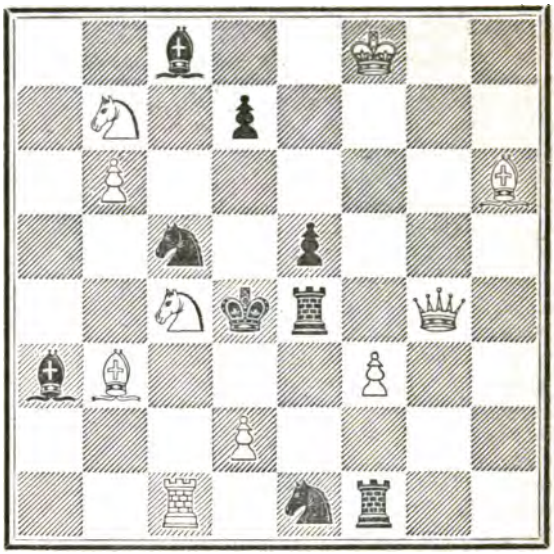
BLACK

WHITE.

White compels Black to mate him in twelve moves.

No. 199. Problem by S. A. HARRISON, Esq.

BLACK.

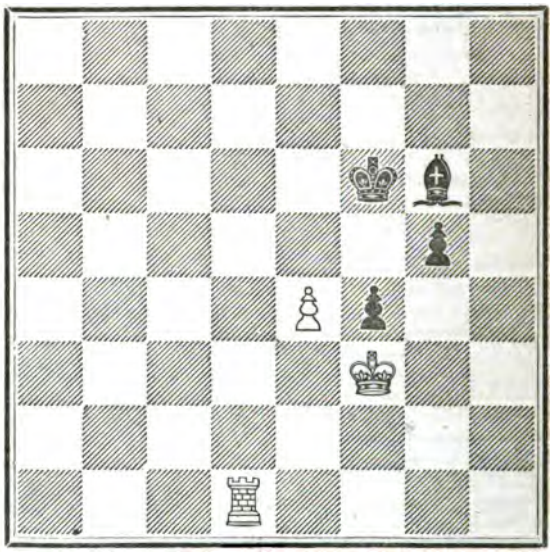


WHITE.

White to move, and mate in three moves.

No. 200. Chess Study by A. G. WALKER, Esq.

BLACK.



WHITE.

White to move, and win.

HORÆ MATUTINÆ.

Scene—THE PHILIDORIAN CHESS ROOMS.

Herr KLING *examining a Problem, the* DOCTOR, Mr. BEHNES, *and* Mr. GRUMBLE *are watching his proceedings, and various players are engaged in different parts of the room playing at Chess.*

(*Enter* Captain O'MILLAN.)

Captain O'MILLAN. Good morning, DOCTOR; glad to see you safely returned from your trip. How did you like Wiesbaden? plenty of company I suppose, and tolerably fine weather.

The DOCTOR. Wiesbaden is very pleasant in its way, and I happened to be there when GARCIA, the Spaniard, broke the bank; the excitement was tremendous, but after all, I prefer a quiet game of Chess in Old England, for whether I lose or win I seldom am troubled with the heartache afterwards. Since my return I felt more real enjoyment at witnessing PAULSEN'S extraordinary feat of blindfold play, where no money depended upon the issue, than I did at Wiesbaden, where the stakes were of such amount as to make one tremble for the loser.

Mr. BEHNES. I was also at the Divan, DOCTOR, and although I saw a great many Chess-players there, I failed to discover you in the crowd. I placed myself close to CAMPBELL'S board, as I was anxious to observe what chance PAULSEN would have with a player of his strength, and when that game was concluded I left, as late hours and heated rooms I abhor.

The DOCTOR. I was disappointed in the abrupt termination of that game, though I believe CAMPBELL would have won if no mistake had been made; the position of the game was certainly strongly in CAMPBELL'S favour. Is PAULSEN likely to repeat his exhibition think you? I hear he has offered to play any one blindfold for Five Pounds a game after his Match with KOLISCH; do you think any player will accept his challenge?

Mr. BEHNES. I don't know whether any player will or not, but I am certain there are several English players capable of doing so, and I think with success, but they object to risk their reputation on a single game, and a match is such a time-absorbing affair that to those who are not professional players it is a serious matter.

The DOCTOR. I agree with you in that opinion, though I am told there is little, if any difference, in his blindfold play and his play over the board; he seems to be taking the lead in his present Match, his care and steadiness proving a foil to KOLISCH'S brilliancy; still, the Match is not yet concluded, and the latter has succeeded in scoring five games to PAULSEN'S six, and eleven drawn games; though at one time the score stood PAULSEN six, KOLISCH one.

Captain O'MILLAN. Allow me, gentlemen, to introduce a new publication, *The Irish Sporting Times;* it has a peculiar claim to your notice and patronage, as it is the first paper published in Ireland containing a Chess column, and I am told the Chess department is edited by a distinguished Member of the Victoria Chess Club.

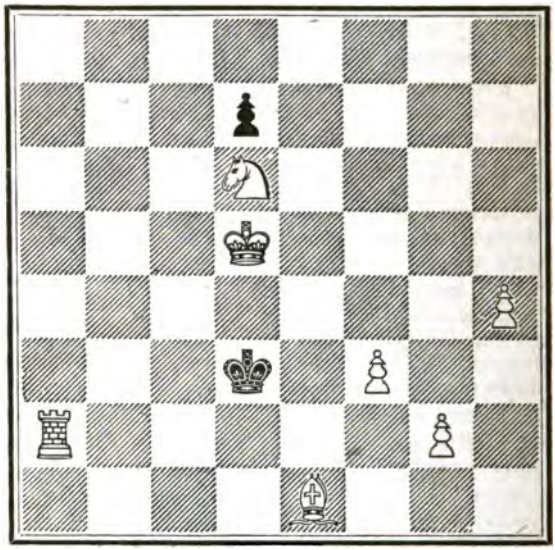
Mr. GRUMBLE. Well, I hope it will succeed, and that the Editor will be more careful in examining the Problems sent for insertion than many of his contemporaries; here is a Problem in one of them that Herr KLING has been examining which he calls the Weekly Problem, for he has found seven various solutions; it is a curiosity in its way, but for my part I hate such curiosities.

OMNES. Let us have a look at this curiosity. (*The board containing the following Problem is handed over, and the party is left deep in its mysteries*)

THE WEEKLY PROBLEM,

BY Mr. EICHSTADT.

BLACK.



WHITE.

White to move, and mate in four moves.

MATCH BETWEEN MESSRS. PAULSEN AND KOLISCH.

GAME I.

White. (Mr. PAULSEN.)	*Black.* (Herr KOLISCH.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. Kt. to K. B. third	2. P. to K. third
3. Kt. to Q. B. third	3. P. to Q. fourth
4. P. takes P.	4. P. takes P.
5. P. to Q. fourth	5. B. to K. third
6. B. to K. third	6. P. to Q. B. fifth
7. B. to K. second	7. B. to Q. Kt. fifth
8. B. to Q. second	8. Kt. to K. B. third
9. Castles	9. B. takes Kt.
10. B. takes B.	10. Kt. to K. fifth
11. B. to K. square	11. Castles
12. P. to Q. Kt. third	12. Kt. to Q. B. third
13. Kt. to K. fifth	13. Kt. takes Kt.
14. P. takes Kt.	14. P. to K. B. third
15. P. to K. B. third	15. Q. to Kt. third (check)
16. K. to R. square	16. Kt. to Q. B. fourth
17. K. P. takes P.	17. R. takes P.
18. B. to B. second	18. Q. to Q. B. third
19. Q. to Q. fourth	19. Kt. to Q. second
20. K. R. to Q. square	20. R. to K. B. second
21. P. takes P.	21. P. takes P.
22. Q. to Q. sixth	22. Kt. to Q. Kt. third
23. Q. to Q. Kt. fourth	23. Kt. to Q. fourth
24. Q. takes Q. B. P.	24. Kt. to Q. B. sixth
25. Q. takes Q.	25. P. takes Q.
26. R. to Q. sixth	26. B. to Q. fourth
27. B. to K. B. square	27. R. to Q. Kt. square
28. B. to Q. fourth	28. Kt. to Q. Kt. fourth
29. B. takes Kt.	29. R. takes B.
30. R. to Q. eighth (check)	30. R. to B. square
31. R. takes R. (check)	31. K. takes R.
32. P. to Q. R. fourth	32. R. to Kt. second
33. P. to R. fifth	33. P. to Q. R. third
34. B. to Kt. sixth	34. K. to B. second

35. K. to Kt. square	35. R. to K. second
36. K. to B. second	36. B. to B. fifth
37. B. to K. third	37. R. to Kt. second
38. R. to Q. R. fourth	38. B. to Q. fourth
39. R. to K. B. fourth (check)	39. K. to Kt. square
40. B. to Q. B. fifth	40. R. to K. B second
41. R. to Q. Kt. fourth	41. P. to K. R. third
42. R. to Q. Kt. sixth	42. R. to K. B. fourth
43. B. to K. third	43. B. to Q. B. fifth
44. R. takes P.	44. B. to Q. Kt. fourth
45. R. to Q. B. eighth (check)	45. R. to K. B. square
46. R. to Q. B. fifth	46. R. to K. B. third
47. P. to Q. B. fourth	47. B. to Q. R. fifth
48. R. to Q. fifth	48. R. to Q. B. third
49. P. to Q. B. fifth	49. B. to Kt. fourth
50. B. to Q. fourth	50. R. to Q. B. second
51. R. to Q. sixth	51. R. to Q. second
52. P. to K. B. fourth	52. R. takes R.
53. P. takes R.	53. P. to Kt. third
54. P. to Kt. fourth	54. K. to B. second
55. P. to K. B. fifth	55. P. takes P.
56. P. takes P.	56. B. to Q. second
57. P. to B. sixth	57. K. to K. third
58. B. to K. fifth	58. B. to B. third
59. K. to Kt. third	59. B. to Kt. fourth
60. K. to Kt. fourth	60. B. to K. square
61. P. to K. R. fourth	61. K. takes B.
62. P. to B. seventh	62. B. takes P.
63. P. to Q. seventh	63. B. to K. sixth (check)
64. K. to R. fifth	64. B. takes P.
65. K. takes P.	65. K. to B. third
66. K. to R. fifth	66. B. to B. fourth
67. K. to R. sixth	67. B. to Kt. third
68. P. to R. fifth	68. B. to K. square
69. K. to R. seventh	69. B. takes P.
70. K. to R. sixth	70. B. to B. second
71. K. to R. seventh	71. K. to Kt. fourth
72. K. to Kt. seventh	72. B. to Q. R. seventh

73. K. to R. seventh	73. B. to Kt. eighth (check)
74. K. to Kt. seventh	74. B. to B. seventh
75. K. to B. seventh	75. K. to B. fourth
76. K. to K. seventh	76. K. to K. fourth
77. K. to B. seventh	77. K. to Q. third
78. K. to B. sixth	78. K. to Q. B. fourth
79. K. to K. fifth	79. K. to Q. Kt. fifth
80. K. to Q. fifth	80. K. takes P.
81. K. to B. fourth	81. K. to R. fifth
82. K. to Q. B. third	

And the game was drawn.

GAME II.

Between the same opponents.

White. (Herr KOLISCH.)	*Black.* (Mr. PAULSEN.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to B. fourth	3. B. to B. fourth
4. Castles	4. Kt. to K. B. third
5. P. to Q. Kt. fourth	5. B. takes P.
6. P. to Q. B. third	6. B. to K. second
7. P. to Q. fourth	7. P. takes P.
8. P. takes P.	8. K. Kt. takes P.
9. P. to Q. fifth	9. Kt. to R. fourth
10. B. to Q. third	10. Kt. to B. fourth
11. B. to Q. R. third	11. Kt. takes B.
12. Q. takes Kt.	12. Castles
13. P. to Q. sixth	13. P. takes P.
14. Kt. to B. third	14. P. to Q. Kt. third
15. Kt. to Q. fifth	15. Kt. to Kt. second
16. B. to Kt. second	16. Kt. to B. fourth
17. Q. to K. third	17. Kt. to K. third
18. Kt. to Q. fourth	18. B. to K. B. third
19. Kt. to Q. B. sixth	19. P. takes Kt.
20. Kt. takes B. (check)	20. P. takes Kt.
21. Q. to K. R. sixth	21. P. to Q. fourth

22. B. takes P.	22. Q. to Q. third
23. P. to K. B. fourth	23. R. to K. square
24. R. to K. B. third	

And Black resigns.

GAME III.

Between the same opponents.

White. (Mr. PAULSEN.)	*Black.* (Herr KOLISCH.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. B. to B. fourth	3. Q. to R. fifth (check)
4. K. to B. square	4. P. to K. Kt. fourth
5. Q. Kt. to B. third	5. B. to Kt. second
6. P. to Q. fourth	6. Kt. to K. second
7. P. to K. Kt. third	7. P. takes P.
8. K. to Kt. second	8. P. to Q. third
9. P. takes P.	9. Q. to Kt. fifth
10. B. to K. second	10. Q. to Q. second
11. B. takes P.	11. Q. Kt. to B. third
12. Kt. to B. third	12. P. to B. third
13. B. to K. third	13. P. to Q. fourth
14. P. takes P.	14. Kt. to Kt. fifth
15. P. to Q. sixth	15. K. Kt. to Q. fourth
16. B. to Q. second	16. P. to B. third
17. Kt. takes Kt.	17. Kt. takes Kt.
18. P. to B. fourth	18. Kt. to Kt. third
19. B. to Q. third	19. B. to B. square
20. Kt. to Kt. fifth	20. B. takes P.
21. Q. to R. fifth (check)	

And Black resigns.

GAME IV.

Between the same opponents.

White. (Herr KOLISCH.)	*Black.* (Mr. PAULSEN.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third

3. B. to B. fourth	3. B. to B. fourth
4. Castles	4. Kt. to K. B third
5. P. to B. third	5. Kt. takes P.
6. B. to Q. fifth	6. Kt. to B. third
7. B. takes Kt.	7. Q. P. takes B.
8. Kt. takes P.	8. Castles
9. P. to Q. fourth	9. B. to Q. third
10. B. to Kt. fifth	10. P. to B. fourth
11. P. to K. B. fourth	11. P. takes P.
12. P. takes P.	12. P. to B. fourth
13. P. to Q. fifth	13. P. to K. R. third
14. B. to R. fourth	14. B. to K. second
15. B. takes Kt.	15. B. takes B.
16. Kt. to Q. B. third	16. R. to K. square
17. R. to K. square	17. B. to B. fourth
18. Q. to Kt. third	18. R. to Kt. square
19. Q. R. to Q. square	19. Q. to Q. third
20. Kt. to Kt. fifth	20. Q. to Kt. third
21. Kt. to B. fourth	21. B. to B. seventh
22. Q. takes B.	22. R. takes R. (check)
23. R. takes R.	23. Q. takes Kt.
24. Kt. to K. fifth	24. R. to Q. square
25. R. to Q. square	25. P. to B. fifth
26. Q. takes P.	26. Q. takes Kt. P.
27. Q. to B. seventh	27. Q. to K. seventh
28. Q. takes B. P. (check)	28. K. to R. square
29. R. to K. B. square	29. B. takes Kt.
30. P. takes B.	30. Q. takes K. P.
31. Q. takes Q. Kt. P.	31. Q. to Q. fifth (check)
32. K. to R. square	

And the game was drawn.

GAME V.

Between the same opponents.

White. (Mr. PAULSEN.)	*Black.* (Herr KOLISCH.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth

3. Kt. to Q. B. third	3. P. takes P.
4. Kt. takes P.	4. K. Kt. to B. third
5. Kt. takes Kt. (check)	5. Q. takes Kt.
6. B. to Q. third	6. B. to Q. third
7. Kt. to B. third	7. P. to K. R. third
8. Castles	8. Kt. to Q. B. third
9. P. to Q. B. third	9. B. to Q. second
10. R. to K. square	10. Castles (Q. R.)
11. P. to Q. Kt. fourth	11. P. to K. Kt. fourth
12. P. to Kt. fifth	12. Kt. to K. second
13. Kt. to K. fifth	13. K. to Kt. square
14. P. to Q. B. fourth	14. Q. to Kt. second
15. R. to Q. Kt. square	15. B. takes Kt.
16. P. takes B.	16. Kt. to Kt. third
17. Q. to Q. R. fourth	17. Kt. takes P.
18. B. to K. fourth	18. P. to Q. Kt. third
19. R. to Kt. third	19. P. to Q. R. fourth
20. P. to Q. B. fifth	20. B. to B. square
21. B. to Q. Kt. second	21. P. to K. B. third
22. Q. B. to B. third	22. B. to Kt. second
23. B. takes B.	23. K. takes B.
24. P. to B. sixth (check)	24. K. to R. second
25. B. takes R. P.	25. R. to R. square
26. B. takes P. (double check)	26. K. to Kt. square
27. B. to R. fifth	27. P. to Kt. fifth
28. R. takes Kt.	28. P. takes R.
29. P. to Kt. sixth	29. R. to R. third
30. P. takes P. (double check)	30. K. to R. square
31. Q. to Kt. fifth	

And Black resigns.

GAME VI.

Between the same opponents.

White. (Herr KOLISCH.)	*Black.* (Mr. PAULSEN.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth

4. B. to B. fourth	4. P. to Kt. fifth
5. Castles	5. P. takes Kt.
6. Q. takes P.	6. Q. to K. B. third
7. P. to K. fifth	7. Q. takes P.
8. P. to Q. third	8. B. to K. R. third
9. B. to Q. second	9. Kt. to K. second
10. Kt. to B. third	10. Q. Kt. to B. third
11. Q. R. to K. square	11. Q. to K. B. fourth
12. Kt. to Q. fifth	12. K. to Q. square
13. B. to B. third	13. K. R. to Kt. square
14. B. to B. sixth	14. B. to Kt. fourth
15. R. takes Kt.	15. B. takes B.
16. R. to K. fourth	16. B. to Kt. fourth
17. P. to K. Kt. fourth	17. Q. to Kt. third
18. P. to K. R. fourth	18. B. takes P.
19. Q. takes P.	19. P. to Q. third
20. Q. takes B. P.	20. Q. takes Q.
21. R. takes Q.	21. Kt. to K. fourth
22. R. takes R. P.	22. Kt. takes B.
23. R. takes Kt.	23. P. to B. third
24. Kt. to Q. B. seventh	24. R. to Kt. square
25. R. to K. B. fourth	25. B. to K. second
26. Q. R. to B. seventh	26. K. takes Kt.
27. R. takes B. (check)	27. K. to Kt. third
28. K. R. to K. Kt. seventh	28. R. takes R.
29. R. takes R.	29. B. to K. third
30. R. to Kt. sixth	30. B. takes R. P.
31. R. takes Q. P.	31. R. to K. Kt. square
32. K. to B. second	32. R. takes P.
33. K. to K. square	33. R. to Kt. seventh
34. K. to Q. square	34. B. to Kt. eighth
35. P. to B. third	35. R. takes P.

And White resigns.

Game VII.

Between the same opponents.

White. (Mr. Paulsen.)	*Black.* (Herr Kolisch.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. P. takes P.	3. P. takes P.
4. K. Kt. to B. third	4. Kt. to K. B. third
5. K. B. to Q. third	5. Q. B. to K. third
6. Castles	6. K. B. to Q. third
7. Kt. to Q. B. third	7. Castles
8. Q. Kt. to K. second	8. P. to Q. B. third
9. Q. Kt. to Kt. third	9. Q. Kt. to Q. second
10. P. to Q. B. third	10. Q. to Q. B. second
11. K. Kt. to R. fourth	11. Kt. to K. fifth
12. P. to K. R. third	12. B. takes Kt.
13. P. takes B.	13. Q. takes P.
14. Kt. to K. B. fifth	14. B. takes Kt.
15. R. takes B.	15. Q. R. to K. square
16. Q. to K. B. square	16. Q. to Q. third
17. Q. B. to K. B. fourth	17. Q. to K. third
18. B. to Q. B. seventh	18. P. to K. Kt. third
19. B. takes Kt.	19. P. takes B.
20. K. R. to Q. R. fifth	20. P. to Q. R. third
21. Q. R. to K. square	21. P. to K. B. fourth
22. B. to K. B. fourth	22. Kt. to Q. Kt. third
23. B. to K. R. sixth	23. R. to B. second
24. K. R. to K. fifth	24. Q. to Q. second
25. R. takes R. (check)	25. Q. takes R.
26. Q. to K. B. second	26. Kt. to Q. B. fifth
27. P. to Q. Kt. third	27. Kt. to Q. third
28. P. to Q. B. fourth	28. R. to Q. second
29. B. to Q. B. square	29. Kt. to K. B. second
30. B. to Q. Kt. second	30. P. to K. R. third
31. P. to K. R. fourth	31. P. to K. R. fourth
32. P. to Q. fifth	32. K. to R. second
33. Q. to Q. fourth	33. Q. to K. R. square
34. Q. to K. B. second	34. Q. to K. square

And the game was drawn by mutual consent.

Game VIII.

Between the same opponents.

White. (Herr Kolisch.)	*Black.* (Mr. Paulsen.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to B. fourth	3. B. to B. fourth
4. Castles	4. Kt. to K. B. third
5. P. to Q. fourth	5. B. takes P.
6. Kt. takes B.	6. Kt. takes Kt.
7. P. to K. B. fourth	7. P. to Q. third
8. P. takes P.	8. P. takes P.
9. Q. B. to Kt. fifth	9. B. to K. third
10. B. takes B.	10. Kt. takes B.
11. Q. takes Q. (check)	11. R. takes Q.
12. B. takes Kt.	12. P. takes B.
13. Kt. to B. third	13. P. to Q. B. third
14. R. takes P.	14. R. to Q. seventh
15. R. to K. B. second	15. R. takes R.
16. K. takes R.	16. Kt. to Q. fifth
17. R. to Q. B. square	17. R. to Kt. square
18. Kt. to Kt. square	18. K. to K. second
19. Kt. to Q. second	19. P. to B. third
20. P. to K. Kt. third	

White now proposed a "draw," which was agreed to by Black.

Game IX.

Between the same opponents.

White. (Mr. Paulsen.)	*Black.* (Herr Kolisch.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. B. to B. fourth	3. Kt. to K. B. third
4. Kt. to Q. B. third	4. B. to Kt. fifth
5. K. Kt. to B. third	5. Castles
6. Castles	6. B. takes Kt.
7. Q. P. takes B.	7. Kt. takes P.
8. Q. B. takes P.	8. P. to Q. third

9. B. to Q. fifth	9. K. Kt. to B. third
10. Q. B. to Kt. fifth	10. P. to Q. B. third
11. B. to Q. Kt. third	11. Q. B. to B. fourth
12. Kt. to Q. fourth	12. B. to Kt. third
13. B. takes Kt.	13. P. takes B.
14. Kt. to K. B. fifth	14. P. to Q. fourth
15. Q. to Q. second	15. K. to R. square
16. Q. R. to K. square	16. Kt. to Q. second
17. Kt. to Kt. third	17. K. R. to Kt. square
18. R. to K. third	18. Kt. to Q. B. fourth
19. Q. to K. second	19. Kt. to K. fifth
20. P. to B. fourth	20. Q. to Kt. third
21. Kt. takes Kt.	21. B. takes Kt.
22. K. R. to B. second	22. R. to Kt. third
23. P. to K. Kt. third	23. Q. R. to K. Kt. square
24. P. takes P.	24. P. takes P.
25. R. takes B.	25. P. takes R.
26. B. takes P.	26. P. to K. sixth
27. R. to B. third	27. R. to Q. square
28. Q. takes P.	28. Q. takes Q. (check)
29. R. takes Q.	29. R. to Kt. second
30. B. to B. fourth	30. R. to Q. eighth (check)
31. K. to Kt. second	31. R. to Q. B. second
32. R. to K. eighth (check)	32. K. to Kt. second
33. R. to K. Kt. eighth (check)	33. K. to R. third
34. B. to Q. third	34. R. to Q. R. eighth
35. R. to Kt. fourth	35. R. takes R. P.
36. P. to Q. Kt. fourth	36. K. R. takes P. (check)
37. B. takes R.	37. R. takes B. (check)
38. K. to R. third	38. R. to R. seventh
39. R. to R. fourth (check)	39. K. to Kt. third
40. R. to Kt. fourth (check)	

And the game was drawn.

GAME X.

Between the same opponents.

White. (Herr KOLISCH.)	*Black.* (Mr. PAULSEN.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to Q. fourth	2. P. takes P.
3. K. B. to B. fourth	3. K. Kt. to B. third
4. K. Kt. to B. third	4. Kt. takes P.
5. Q. takes P.	5. K. Kt. to B. third
6. Castles	6. P. to Q. fourth
7. B. to Q. third	7. B. to K. second
8. Q. B. to Kt. fifth	8. Castles
9. Kt. to Q. B. third	9. B. to K. third
10. Q. to K. R. fourth	10. P. to K. Kt. third
11. K. R. to K. square	11. Kt. to Q. B. third
12. B. to Q. Kt. fifth	12. K. Kt. to R. fourth
13. B. takes Kt.	13. B. takes Q. B.
14. K. Kt. takes B.	14. P. takes B.
15. P. to K. Kt. fourth	15. P. to K. R. third
16. P. takes Kt.	16. P. takes Kt.
17. Q. to Kt. third	17. B. to B. fourth
18. Kt. to K. second	18. P. to Q. B. fourth
19. P. to Q. B. third	19. R. to K. square
20. P. to K. B. fourth	20. P. to K. Kt. fifth
21. P. takes P.	21. P. takes P.
22. Q. to B. second	22. Q. to Q. third
23. Kt. to Kt. third	23. B. to Q. second
24. R. to K. fifth	24. R. takes R.
25. P. takes R.	25. Q. takes P.
26. Q. takes P.	26. R. to K. B. square
27. R. to K. B. square	27. R. takes R. (check)
28. Kt. takes R.	28. P. to R. third
29. Kt. to K. third	29. B. to K. third
30. Q. to Q. fourth	30. Q. to Kt. fourth
31. K. to Kt. second	

Drawn game.

Game played in the Ipswich and Suffolk Chess Club.

White. (Mr. ——.)	*Black.* (Mr. BRIEN.)
1. P. to K. fourth	1. P. to Q. fourth
2. P. to K. fifth	2. P. to Q. B. fourth
3. P. to K. B. fourth	3. P. to K. third
4. Kt. to K. B. third	4. Kt. to Q. B. third
5. P. to Q. B. third	5. Q. to Q. Kt. third
6. Kt. to Q. R. third	6. Kt. to K. R. third
7. B. to Q. Kt. fifth	7. B. to Q. second
8. B. takes Kt.	8. B. takes B.
9. P. to Q. fourth	9. B. to K. second
10. Castles	10. Castles with K. R.
11. Kt. to Q. B. second	11. P. takes P.
12. P. takes P.	12. P. to K. B. fourth
13. P. to K. R. third	13. Q. R. to Q. B. square
14. P. to Q. R. fourth	14. B. to Q. second
15. Kt. to K. third	15. R. to Q. B. second
16. R. to Q. Kt. square	16. Q. to Q. R. fourth
17. R. to Q. R. square	17. K. R. to Q. B. square
18. B. to Q. second	18. B. to Q. Kt. fifth
19. P. to K. Kt. fourth	19. B. to K. square
20. P. takes P.	20. Kt. takes P.
21. Kt. takes Kt.	21. P. takes Kt.
22. B. takes B.	22. Q. takes B.
23. Kt. to K. Kt. fifth	23. R. to Q. B. seventh
24. R. to K. B. second	24. Q. takes Q. Kt. P.
25. R. to Q. Kt. square	25. R. takes R.
26. R. takes Q.	26. R. takes R.

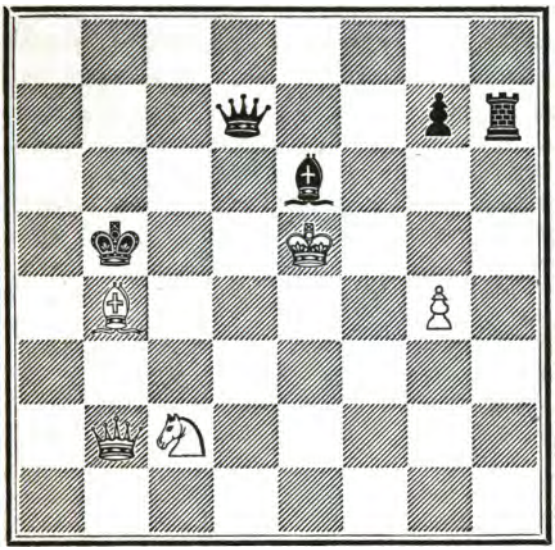
And wins.

AN ACROSTIC. BY C. V. GRINFIELD.

M ightiest of masters of the chequer'd board,
O f early genius high its boasted lord!
R ising in youth's bright morn to loftiest fame,
P rinceliest of players held with one acclaim;
H ost in thyself,—all-conquering in fight:—
Y ankees exult!—in your great champion's might!

No. 201. Chess Study by Herr HORWITZ.

BLACK.

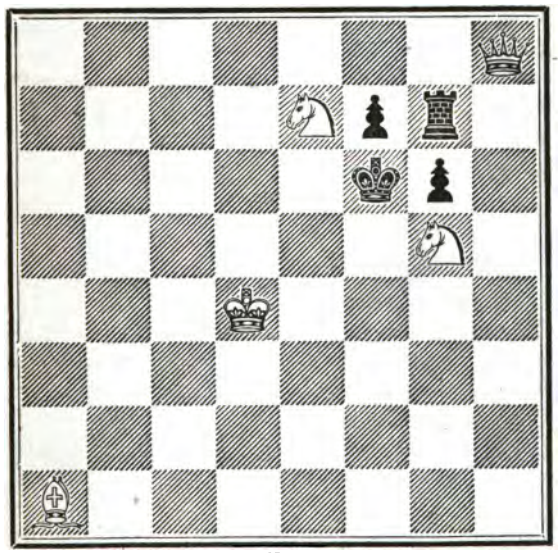


WHITE.

White to move, and win.

No. 202. Problem by W. T. PIERCE, Esq.

BLACK.

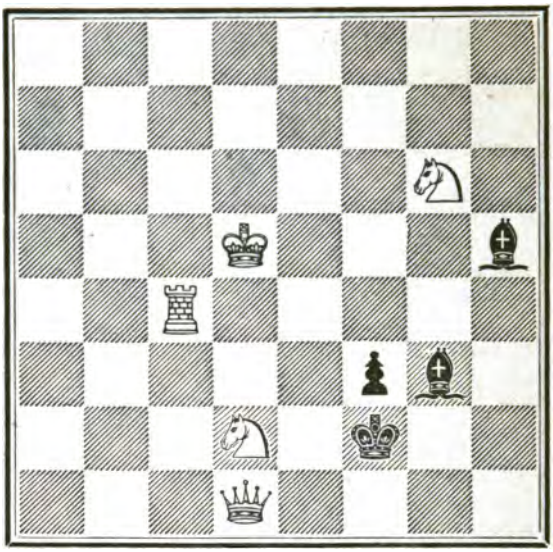


WHITE.

White to move, and mate in five moves.

No. 203. Problem by J. C. Roll, Esq.

BLACK



WHITE.

White compels Black to mate him in three moves.

No. 204. Problem by J. C. Roll, Esq.

BLACK.

WHITE.

White to move, and mate in three moves.

HERR PAULSEN'S BLINDFOLD PLAY.

THE following graphic description of this interesting exhibition appeared in the *Daily News* of October 8, 1861.

"A Match, which for some time past has been looked forward to in the Chess-playing world, took place in the large room of the well-known Cigar Divan in the Strand. Mr. L. Paulsen, a native of Germany, who had passed the last eight years of his life in America, and brought with him to this country a great reputation as a Chess player, had publicly offered to play, blindfolded, ten games, against ten gentlemen, simultaneously. He had also announced, that being anxious to contend against the 'strongest players,' he would challenge any one in England to try his skill against him, either for 'honour or wager.' This challenge was responded to by many more than the prescribed number of antagonists; but eventually it was arranged that the following should be pitted against the intrepid stranger:—

1. Mr. Mackenzie, amateur; 2. Mr. Sabouroff, of the Russian embassy; 3. Mr. Maude, of the London Chess Club; 4. Mr. Howard, of the St. James's Club; 5. Mr. Barnes, of the St. George's Club; 6. Mr. Burden, amateur; 7. Mr. Campbell, amateur; 8. Mr. Robey, amateur; 9. Mr. Lamb, amateur; 10. Mr. Wormald, Hon. Sec. of the St. James's Club.

At two o'clock in the afternoon, a large assemblage of visitors had collected in the room, including many eminent Chess players and lovers of art, and several ladies. The tables for the Chess-boards extended along the whole length of the room, the number of each being indicated by conspicuous figures, for the information and guidance of the company. As soon as the ten players had taken their places, Mr. Paulsen ascended a table at the side of the room, and seated himself upon a chair with his back towards the Chess-boards. He is a young man of fair complexion, twenty-two years of age, though looking older, tall and slimly built, with a handsome forehead. Soon after two o'clock, Mr. Paulsen began the contest by requesting each of his antagonists to make the same move—'King's Pawn second.' No. 1 first replied; and the rest having, in their regular order, also done so according to their own theories or notions of the game, the battle proceeded very smartly for a considerable time, Mr. Paulsen seldom taking long to deliberate upon the line of tactics he should adopt. Mr. Kling announced to him the moves as they were made upon the different boards, a duty in which he was assisted by Mr. Mayall, jun. Mr. Paulsen's powers of memory soon became apparent, for although the play in some instances was extremely complicated, and each game varied from the other, his recollection never seemed to fail him. Between five and six o'clock he made a mistaken move in game No. 7, in which he was opposed to Mr. Campbell, a very expert and successful amateur, and he resigned that

game. At ten, M. Sabouroff, his Russian adversary, whose skill he had rather underrated, achieved a victory. About this period he went very cautiously to work, once taking as long as half-an-hour to deliberate upon a move; but then each of his enemies had ample time for consideration during the interval which elapsed before his turn to play came round. The blindfolded champion was also placed at another and a rather unfair disadvantage, every one of those against whom he was contending being surrounded by a knot of persons who discussed the appearance of the board, and the various ways in which Mr. Paulsen could be defeated. At half-past ten Mr. Mackenzie saw he had no chance, and resigned, a result which was the signal for a loud burst of applause. Up to this stage the play continued without intermission; but although the room became more crowded, and the atmosphere extremely oppressive, Mr. Paulsen refused any refreshment beyond a glass of lemonade. Again the game was renewed, the chances on both sides remaining nearly even, and the play being throughout splendid. At twenty minutes to one, Mr. Robey (No. 8) offered 'to draw,' a proposition which was accepted by Mr. Paulsen, who, however, had the best position on the board. Almost immediately afterwards, Mr. Barnes (No. 5), made a similar proposition, which was likewise acceded to.

At one, Mr. Lamb (No. 9), followed Mr. Barnes's example, and Mr. Paulsen also accepted this proposal. This left four games yet to be played, Mr. Paulsen having lost two and gained one. Another half-hour elapsed, during which the most intense interest in the playing was watched by the now diminished body of spectators who remained; and another antagonist offered to 'draw,' which was once again accepted. The game now became 'fast and furious,' and at ten minutes to two, Mr. Wormald (No. 10), suggested a 'draw,' but the undaunted knight of the tournament boldly declined to let him escape in that way with all the honours of war, and was warmly greeted for this mark of his boldness and pluck. At two, Mr. Wormald saw his case was entirely hopeless, and gave in, greatly to the delight of Mr. Paulsen's supporters. Mr. Howard (No. 4), resolved to 'draw,' if he were allowed to do so, and after a little consideration, Mr. Paulsen accepted his terms. Consequently, there only remained one game to be played, and as both sides were now even, the excitement of the evening it may be readily imagined, reached its climax. Mr. Paulsen and Mr. Burden (No. 6), only kept possession of the field, and their skill and chances for a long time appeared to be very equally balanced. At length, at twenty minutes past two this morning, Mr. Burden made a happy move, and was declared victor, that game having lasted continuously, and without break, for more than twelve hours.

Notwithstanding the extraordinary mental effort on the part of Mr. Paulsen during this long spell, he did not appear much exhausted; and

although he had lost by this one game, he was applauded as energetically as if he had been entirely successful.

During the contest, Mr. Buckle, the author of *The History of Civilization*, who, among his other qualifications, is a good Chess player; Mr. Löwenthal, a popular Chess lecturer; and many other celebrities, were in the room, and took great interest in the game.

The arrangements for the match by Mr. Ries, the proprietor of the Divan, gave satisfaction to the numerous company present."

The following are the games played on the occasion:—

Board No. 1.—Between Mr. PAULSEN and Mr. MACKENZIE.

White. (Mr. PAULSEN.)	*Black.* (Mr. MACKENZIE.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to B. fourth	3. B. to B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to R. fourth
6. P. to Q. fourth	6. P. takes P.
7. Castles	7. P. to Q. third
8. P. takes P.	8. B. to Kt. third
9. B. to Kt. second	9. K. Kt. to B. third
10. P. to Q. fifth	10. Kt. to K. second
11. Q. Kt. to B. third	11. Kt. to Kt. third
12. P. to K. fifth	12. P. takes P.
13. B. to R. third	13. Q. B. to K. Kt. fifth
14. R. to K. square	14. B. takes Kt.
15. Q. takes B.	15. P. to Q. R. third
16. B. to Kt. third	16. B. to Q. fifth
17. Q. R. to Q. square	17. B. takes Kt.
18. Q. takes B.	18. Q. to Q. second
19. P. to K. B. fourth	19. P. to K. fifth
20. P. to B. fifth	20. Kt. to K. second
21. P. to Q. sixth	21. P. takes P.
22. Q. R. takes P.	22. Q. takes P.
23. Q. to B. seventh	23. Q. to Q. B. square
24. Q. to Kt. sixth	24. Castles
25. R. takes Kt.	

And Black resigned.

Board No. 2.—Between Mr. PAULSEN and Mr. SABOUROFF.

White. (Mr. PAULSEN.)	*Black.* Mr. SABOUROFF.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. to Q. fourth
3. K. P. takes P.	3. P. to K. fifth
4. P. to Q. B. fourth	4. B. to Q. B. fourth
5. Kt. to K. second	5. Kt. to K. B. third
6. P. to Q. Kt. fourth	6. B. to K. second
7. Q. Kt. to B. third	7. Castles
8. Q. to Kt. third	8. P. to Q. B. third
9. Kt. to Kt. third	9. R. to K. square
10. B. to K. second	10. P. takes P.
11. P. takes P.	11. P. to Q. R. fourth
12. P. to Q. Kt. fifth	12. B. to K. Kt. fifth
13. B. to Kt. second	13. Q. B. takes B.
14. K. Kt. takes B.	14. Q. Kt. to Q. second
15. Kt. to R. fourth	15. Q. Kt. to Q. B. fourth
16. Kt. takes Kt.	16. B. takes Kt.
17. Q. to K. Kt. third	17. P. to K. sixth
18. P. to Q. third	18. B. to Kt. fifth (check)
19. K. to Q. square	19. Q. takes Q. P.
20. Kt. to B. square	20. Q. R. to Q. B. square
21. B. takes Kt.	21. R. takes Kt. (check)
22. K. takes R.	22. Q. R. to B. square (check)
23. K. to Kt. second	23. B. to R. sixth (check)
24. K. takes B.	24. Q. to B. fourth (check)

White resigns.

Board No. 3.—Between Mr. PAULSEN and Mr. G. MAUDE.

White. (Mr. PAULSEN.)	*Black.* (Mr. G. MAUDE.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. B. to B. fourth
3. Kt. to Q. B. third	3. P. to Q. third
4. Kt. to B. third	4. Kt. to Q. B. third
5. Kt. to Q. R. fourth	5. B. to Kt. third
6. Kt. takes B.	6. R. P. takes Kt.
7. P. to Q. fourth	7. P. takes Q. P.

8. Kt. takes P.	8. Kt. to B. third
9. Kt. takes Kt.	9. P. takes Kt.
10. B. to Q. third	10. B. to Kt. fifth
11. Q. to Q. second	11. Castles
12. Castles	12. R. to K. square
13. R. to K. square	13. B. to Q. second
14. Q. to B. second	14. Kt. to Kt. fifth
15. Q. to Kt. third	15. P. to K. B. fourth
16. P. takes P.	16. R. takes R. (check)
17. Q. takes R.	17. Q. to B. third
18. P. to K. R. third	18. Q. to Q. fifth (check)
19. K. to R. square	19. Kt. to B. seventh (check)
20. K. to R. second	20. Kt. takes B.
21. P. takes Kt.	21. Q. takes Q. P.
22. P. to B. sixth	22. P. takes P.
23. Q. to R. fourth	23. Q. to K. Kt. third
24. B. to Q. second	24. R. to K. square
25. R. to K. B. square	25. R. to K. seventh
26. R. to B. second	26. R. takes R.
27. Q. takes R.	27. P. to K. R. fourth
28. B. to B. third	28. P. to Q. B. fourth
29. Q. to K. second	29. K. to B. second
30. Q. to K. B. third	30. P. to Q. B. third
31. Q. to K. second	31. P. to Q. Kt. fourth
32. P. to Q. R. third	32. P. to Q. fourth
33. Q. to K. B. second	33. P. to Q. fifth
34. B. to K. square	34. Q. to K. fifth
35. Q. to K. R. fourth	35. Q. to K. seventh
36. B. to R. fifth	

Mr. Maude proposed a draw, which was accepted by White.

Board No. 4.—Between Mr. PAULSEN and Mr. HOWARD.

White. (Mr. PAULSEN.)	*Black.* (Mr. HOWARD.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. Kt. to K. B. third	2. P. to K. third
3. Kt. to B. third	3. P. to Q. R. third
4. P. to Q. fourth	4. P. to Q. fourth

5. K. P. takes P.	5. K. P. takes P.
6. P. takes P.	6. B. to K. third
7. B. to K. third	7. Kt. to Q. B. third
8. B. to K. second	8. Kt. to B. third
9. Castles	9. Q. to Q. R. fourth
10. Kt. to Q. fourth	10. B. to K. second
11. P. to Q. R. third	11. Castles (K. R.)
12. P. to K. B. fourth	12. Q. takes B. P.
13. Kt. to B. fifth	13. Q. to R. fourth
14. Kt. takes B. (check)	14. Kt. takes Kt.
15. P. to Q. Kt. fourth	15. Q. to Q. square
16. B. to B. fifth	16. R. to K. square
17. K. to R. square	17. Kt. to Q. B. third
18. P. to B. fifth	18. B. to B. square
19. Kt. to Q. R. fourth	19. Kt. to Q. second
20. B. to Kt. square	20. R. to K. fourth
21. B. to Q. third	21. P. to Q. Kt. fourth
22. Kt. to B. fifth	22. Kt. takes Kt.
23. B. takes Kt.	23. Q. to K. B. third
24. Q. to Kt. fourth	24. P. to Kt. third
25. P. takes P.	25. Q. takes R. (check)
26. R. takes Q.	26. B. takes Q.
27. P. takes K. B. P. (check)	27. K. to Kt. second
28. P. to B. eighth (Q.'s check)	28. R. takes Q.
29. B. takes R. (check)	29. K. to Kt. square
30. B. to R. sixth	30. R. to K. square
31. P. to K. R. third	31. B. to K. third
32. R. to B. third	32. K. to R. square
33. K. to Kt. square	33. R. to K. Kt. square
34. K. to B. second	34. Kt. to K. fourth
35. R. to B. eighth	35. Kt. takes B. (check)
36. P. takes Kt.	36. R. takes R. (check)
37. B. takes R.	37. K. to Kt. square

Draw proposed and accepted.

Board No. 5.—Between Mr. PAULSEN and Mr. BARNES.

White. (Mr. PAULSEN.)	*Black.* (Mr. BARNES.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to K. B. third
3. Kt. takes P.	3. P. to Q. third
4. Kt. to Q. B. fourth	4. Kt. takes K. P.
5. Kt. to B. third	5. Kt. takes Kt.
6. Q. P. takes Kt.	6. B. to K. third
7. B. to Q. third	7. B. to K. second
8. Castles	8. Kt. to B. third
9. Kt. to K. third	9. Castles
10. P. to K. B. fourth	10. B. to B. third
11. P. to B. fifth	11. B. to Q. second
12. Kt. to Kt. fourth	12. Kt. to K. fourth
13. Kt. takes Kt.	13. B. takes Kt.
14. Q. to Kt. fourth	14. K. R. to K. square
15. B. to K. B. fourth	15. B. takes B.
16. Q. takes B.	16. Q. to B. third
17. R. to B. third	17. R. to K. fourth
18. Q. R. to K. B. square	18. Q. R. to K. square
19. R. to Kt. third	19. R. to K. eighth
20. Q. to Q. fourth	20. Q. takes Q. (check)
21. P. takes Q.	21. P. to K. B. third
22. K. R. to B. third	22. B. to Q. B. third
23. R. to B. second	23. K. to K. B. second
24. P. to K. R. third	24. Q. R. to K. sixth
25. R. takes R.	25. R. takes R. (check)
26. R. to K. B. square	26. R. takes R. (check)
27. K. takes R.	27. P. to K. Kt. fourth
28. P. to K. Kt. third	28. P. to K. R. fourth
29. P. to K. R. fourth	29. B. to K. B. sixth
30. K. to B. second	30. B. to Kt. fifth
31. K. to K. third	

Draw proposed and accepted.

Board No. 6.—Between Mr. PAULSEN and Mr. BURDEN.

White. (Mr. PAULSEN.)	*Black.* (Mr. BURDEN.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. P. to Q. third
3. P. to Q. fourth	3. P. takes P.
4. B. to Q. B. fourth	4. B. to K. third
5. B. takes B.	5. P. takes B.
6. Kt. takes P.	6. K. to Q. second
7. Castles	7. Kt. to Q. B. third
8. Kt. to Q. B. third	8. Kt. takes Kt.
9. Q. takes Kt.	9. Q. to B. third
10. Q. to R. fourth (check)	10. P. to Q. B. third
11. P. to K. B. fourth	11. Kt. to R. third
12. P. to B. fifth	12. P. to K. fourth
13. B. takes Kt.	13. Q. takes B.
14. Kt. to Q. fifth	14. B. to K. second
15. Q. to Kt. third	15. P. to Q. Kt. third
16. Kt. to K. third	16. K. to B. second
17. Q. R. to Q. square	17. K. R. to K. B. square
18. Kt. to Kt. fourth	18. Q. to K. R. fourth
19. Q. to K. sixth	19. Q. to K. B. second
20. Kt. to K. third	20. Q. takes Q.
21. P. takes Q.	21. R. takes R. (check)
22. R. takes R.	22. R. to K. B. square
23. Kt. to B. fifth	23. B. to B. third
24. P. to K. Kt. fourth	24. P. to K. Kt. third
25. Kt. to K. third	25. B. to K. second
26. R. takes R.	26. B. takes R.
27. P. to K. R. fourth	27. K. to Q. square
28. P. to R. fifth	28. K. to K. second
29. P. takes P.	29. P. takes P.
30. K. to B. second	30. K. takes P.
31. K. to B. third	31. P. to Q. fourth
32. P. takes P. (check)	32. P. takes P.
33. Kt. to Kt. second	33. P. to K. Kt. fourth
34. P. to Q. B. third	34. P. to K. fifth (check)
35. K. to K. third	35. B. to B. fourth (check)
36. K. to K. second	36. K. to K. fourth

37. P. to Q. Kt. fourth	37. B. to Kt. eighth
38. K. to B. square	38. B. to R. seventh
39. K. to K. second	39. B. to B. fifth
40. P. to Q. R. fourth	40. P. to Q. fifth
41. P. takes P. (check)	41. K. takes P.
42. P. to Kt. fifth	42. K. to B. fifth
43. K. to B. second	43. K. to Q. sixth
44. Kt. takes B. (check)	44. P. takes Kt.
45. P. to Kt. fifth	45. P. to K. sixth (check)
46. K. to K. square	46. P. to K. seventh
47. P. to Kt. sixth	

And Mr. Burden mates in three moves.

Board No. 7.—Between Mr. PAULSEN and Mr. CAMPBELL.

White. Mr. PAULSEN.)	*Black.* (Mr. CAMPBELL.)
1. P. to K. fourth	1. P. to Q. B. fourth
2. Kt. to Q. B. third	2. P. to K. third
3. Kt. to B. third	3. Kt. to Q. B. third
4. P. to Q. fourth	4. P. takes P.
5. Kt. takes P.	5. B. to B. fourth
6. Kt. to Kt. third	6. B. to Q. Kt. fifth
7. B. to Q. third	7. Kt. to K. B. third
8. Castles	8. B. takes Kt.
9. P. takes B.	9. Castles
10. Kt. to Q. fourth	10. P. to Q. fourth
11. P. takes P.	11. Q. takes P.
12. Kt. takes Kt.	12. Q. takes Kt.
13. R. to K. square	13. P. to Q. Kt. third
14. B. to K. third	14. B. to Kt. second
15. P. to K. B. third	15. Q. takes Q. B. P.
16. B. takes Kt. P.	16. P. takes B.

And Mr. Paulsen resigned.

Board No. 8.—Between Mr. PAULSEN and Mr. ROBEY.

White. (Mr. PAULSEN.)	*Black.* (Mr. ROBEY.)
1. P. to K. fourth	1. P. to Q. fourth
2. P. takes P.	2. Q. takes P.

3. Kt. to Q. B. third	3. Q. to Q. R. fourth
4. Kt. to B. third	4. P. to Q. B. third
5. P. to Q. fourth	5. B. to Kt. fifth
6. B. to K. second	6. P. to K. third
7. Castles	7. Kt. to K. B. third
8. Kt. to K. fifth	8. B. takes B.
9. Kt. takes B.	9. B. to Q. third
10. B. to B. fourth	10. Q. to B. second
11. Kt. to Kt. third	11. Q. Kt. to Q. second
12. Kt. takes Kt.	12. Q. takes Kt.
13. B. takes B.	13. Q. takes B.
14. P. to Q. B. third	14. Castles (Q. R.)
15. P. to Q. Kt. fourth	15. P. to K. R. fourth
16. R. to K. square	16. P. to K. R. fifth
17. Kt. to K. fourth	17. Q. to Q. fourth
18. P. to K. B. third	18. Kt. to K. R. fourth
19. Q. to Q. third	19. Kt. to K. B. fifth
20. Q. to K. third	20. Q. to K. B. fourth
21. P. to Q. B. fourth	21. R. to R. third
22. Q. R. to Q. square	22. R. to Kt. third
23. R. to Q. second	23. P. to K. fourth
24. P. to Q. fifth	24. Q. to K. R. sixth
25. Kt. to Kt. third	25. R. takes Kt.
26. P. takes R.	26. Q. takes P. on Kt. sixth
27. K. R. to Q. square	27. P. to R. sixth
28. Q. to B. second	28. Q. takes Q. (check)
29. K. takes Q.	29. P. takes Kt. P.

Drawn by mutual consent.

Board 9.—Between Mr. PAULSEN and Mr. LAMB.

White. (Mr. PAULSEN.)	*Black.* (Mr. LAMB.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to Q. fourth	3. P. takes P.
4. P. to B. third	4. B. to B. fourth
5. P. takes P.	5. B. to Kt. fifth (check)
6. B. to Q. second	6. P. to Q. fourth

7. B. takes B.	7. Kt. takes B.
8. Q. to R. fourth (check)	8. Kt. to Q. B. third
9. B. to Kt. fifth	9. K. Kt. to K. second
10. Kt. to K. fifth	10. B. to Q. second
11. P. takes P.	11. Kt. takes Kt.
12. P. takes Kt.	12. Kt. takes Q. P.
13. Castles	13. P. to Q. B. third
14. B. to Q. third	14. Castles
15. Kt. to Q. second	15. Q. to K. Kt. fourth
16. Kt. to B. third	16. Q. to K. Kt. fifth
17. Q. takes Q.	17. B. takes Q.
18. Kt. to Kt. fifth	18. P. to K. R. third
19. P. to K. R. third	19. P. takes Kt.
20. P. takes B.	20. K. R. to K. square
21. K. R. to K. square	21. Q. R. to Q. square
22. Q. R. to Q. square	22. Kt. to B. fifth
23. B. to B. second	23. R. takes R.
24. R. takes R.	24. Kt. to Q. fourth
25. R. to K. square	25. Kt. to B. third
26. B. to B. fifth	26. P. to K. Kt. third
27. B. to B. eighth	27. P. to Q. Kt. third
28. K. to B. square	28. R. takes B.
29. P. takes Kt.	29. R. to Q. square
30. P. to K. B. fourth	30. P. takes P.
31. P. to Kt. fifth	31. P. to Q. R. fourth

Drawn game.

Board No. 10.—Between Mr. PAULSEN and M. WORMALD.

White. (Mr. PAULSEN.)	*Black.* (Mr. WORMALD.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to B. fourth	3. B. to B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to B. third	5. B. to R. fourth
6. P. to Q. fourth	6. P. takes P.
7. Castles	7. P. to Q. third
8. P. takes P.	8. B. to Q. Kt. third

9. Kt. to Q. B. third	9. B. to K. Kt. fifth
10. B. to Q. Kt. fifth	10. K. to B. square
11. B. to K. third	11. B. takes Kt.
12. P. takes B.	12. K. Kt. to K. second
13. P. to K. B. fourth	13. P. to K. R. fourth
14. P. to Q. fifth	14. Kt. to Q. R. fourth
15. B. takes B.	15. R. P. takes B.
16. P. to B. fifth	16. P. to Q. B. third
17. B. to Q. third	17. P. to Q. Kt. fourth
18. P. takes P.	18. P. takes P.
19. K. to R. square	19. Kt. to Kt. square
20. P. to K. B. fourth	20. Q. to K. B. third
21. Q. R. to B. square	21. Kt. to K. R. third
22. Q. takes R. P.	22. Q. to Q. fifth
23. Q. to K. B. third	23. Kt. to K. Kt. fifth
24. Q. takes Kt.	24. Q. takes B.
25. P. to K. fifth	25. Kt. to Q. B. fifth
26. P. to B. sixth	26. R. to K. R. second
27. R. to K. Kt. square	27. Kt. to K. sixth
28. Q. to Q. seventh	28. Kt. to K. B. fourth
29. Q. takes Q. B. P.	29. R. to Q. square
30. P. takes P. (check)	30. Kt. takes P.
31. Q. to K. Kt. second	31. Q. to K. B. fourth
32. P. takes P.	32. Q. takes K. B. P.
33. Kt. to K. fourth	33. Q. to K. fourth
34. Q. R. to K. B. square	34. R. to K. R. third
35. Kt. to K. Kt. fifth	35. R. to Q. second
36. Kt. to B. third	36. Q. to K. B. third
37. Kt. to R. fourth	

And Black resigns.

The Annual Meeting of the DEPTFORD CHESS CLUB was held at the Literary Institution, on Monday Evening, October 7th; Captain WEBSTER was elected *President*, and Mr. COOPER, *Hon. Sec.*

The Rev. GEORGE ALCOCK MACDONNELL, well known in the London Chess circles, was elected *President* of the VICTORIA CHESS CLUB, Dublin, (his native city) at the recent Annual Meeting.

SOLUTIONS TO PROBLEMS.

No. 193. *Page* 303.

Black.	*White.*
1. K. to B. third	1. K. to K. fifth
2. K. to Kt. fourth	2. K. to B. sixth
3. P. to K. fourth	3. K. takes P. or Kt. fourth (best)
4. P. to K. fifth	4. K. takes B. P.
5. P. takes P.	5. K. takes P.
6. K. to R. fifth	6. K. to K. second
7. K. to Kt. sixth	7. K. to Q. second
8. P. to Kt. fourth, and wins.	

No. 194. *Page* 303.

White.	*Black.*
1. P. to B. seventh	1. Kt. to Q. Kt. second (best)
2. R. to Q. R. square, and wins.	

No. 195. *Page* 304.

White.	*Black.*
1. P. to B. third	1. K. to Q. fifth (or A.)
2. R. to Q. Kt. fifth, and gives mate with the same Rook next move.	
(A)	
	1. K. to K. fourth
2. R. to Q. eighth	2. K. mates
3. R. mates.	

No. 196. *Page* 304.

White.	*Black.*
1. B. to Kt. fourth	1. R. moves
2. Kt. to Kt. seventh	2. R. moves
3. Kt. to R. fifth	3. R. moves
4. P. mates	

No. 197. *Page* 319.

White.	*Black.*
1. B. to K. third	1. K. moves
2. B. to B. second	2. K. moves
3. B. to Kt. square	3. K. moves
4. B. to R. second, and wins.	

No. 198. *Page* 319.

White.	*Black.*
1. B. to K. second (check)	1. K. to Kt. third
2. Q. to Kt. fifth (check)	2. K. to B. second
3. R. to K. R. second (check)	3. K. to K. eighth
4. Q. to Kt. third (check)	4. K. to Q. seventh
5. B. to Kt. fifth (dis. check)	5. K. to Q. eighth (best)
6. Q. to Q. third (check)	6. K. to B. eighth
7. Q. to K. third (check)	7. K. to Q. eighth
8. R. to Q. second (check)	8. K. to B. eighth
9. R. to Q. R. second (dis. check)	9. K. to Q. eighth
10. B. to Q. R. fourth (check)	10. R. interposes
11. Q. to K. fourth	11. K. to B. eighth
12. Q. to Kt. square (check)	12. R. takes Q. and mates.

No. 199. *Page* 320.

White.	*Black.*
1. B. to K. third (check)	1. K. to Q. third (B.)
2. Kt. takes P. (check)	2. R. takes Kt. (A.)
3. Q. to her B. fourth and mates.	

(A.)

2.	2. Q. Kt. to K. second
3. B. to Q. square, and mates.	

(B.)

1.	1. K. to Q. fifth
2. Q. takes R. (check)	2. Kt. takes Q. (check)
3. Kt. interposed. Mate.	

No. 200. *Page* 320.

White.	*Black.*
1. B. to Q. sixth (check)	1. K. to B. second
2. P. to K. fifth	2. B. to K. R. fourth (check) (A.)
3. K. to K. fourth	3. B. to Kt. third (check)*
4. K. to Q. fifth	4. B. to R. fourth (B)
5. R. to Q. seventh (check)	5. K. to his square
6. P. to K. sixth	6. P. to K. B. sixth
7. K. to Q. sixth	7. P. to K. B. seventh
8. P. to K. seventh	8. P. Queens
9. R. to Q. eighth (check)	9. K. to his B.'s second
10. P. Queens (check)	10. K. to Kt. second
11. Q. to K. Kt. eighth (check)	11. K. to R. third
12. Q. to K. R. eighth (check)	12. K. to Kt. third
13. R. to Kt. eighth (check)	13. K. to B. fourth
14. R. to B. eighth (check) and wins Queen.	

(A.)

If he play "K. to Kt. second," this move instead, the game will proceed as follows:—

2.	2. K. to Kt. second
3. P. to K. sixth	3. K. to B. third
4. P. to K. seventh (check)	4. K. to Kt. second
5. R. takes B. (check)	5. K. takes R.
6. P. Queens and wins.	

(B.)

If he push on the B. P. instead of moving the B. you check at B. sixth with Rook, and win it.

Variation, commencing at the third move.

	3. P. to B. sixth
4. K. to B. fifth	4. P. to K. Kt. fifth

5. K. to B. fourth, and wins easily.

It will be observed here, that, if at the fourth, or a subsequent move, Black pushes on the K. B. P. White first checks with the Rook at B. sixth, and thus removing his King from the Bishop's file, exposes the advancing K. B. P. to inevitable capture.

* "B. to Kt. fifth" preventing the advance of the Pawn, and also being in readiness to drive the White K. from Q. fifth would be better; Black might give up both Pawns and yet make a drawn game.

No. 205. Problem by S. A. HARRISON, Esq.

BLACK.

WHITE.

White to move, and mate in three moves.

No. 206. Problem by J. C. ROLL, Esq.

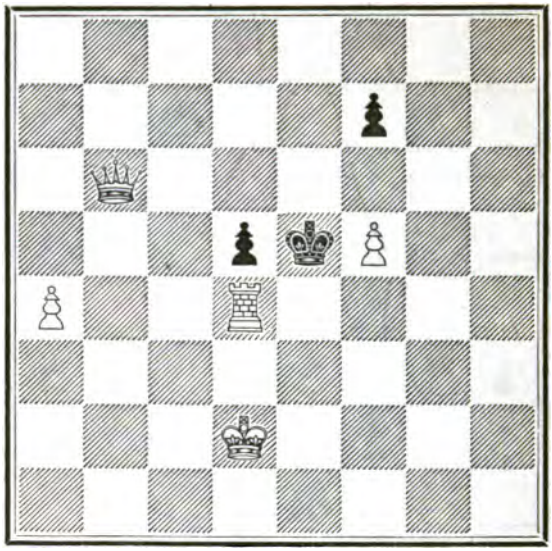
BLACK

WHITE.

White compels Black to mate him in three moves.

No. 207. Problem by W. T. PIERCE, Esq.

BLACK.

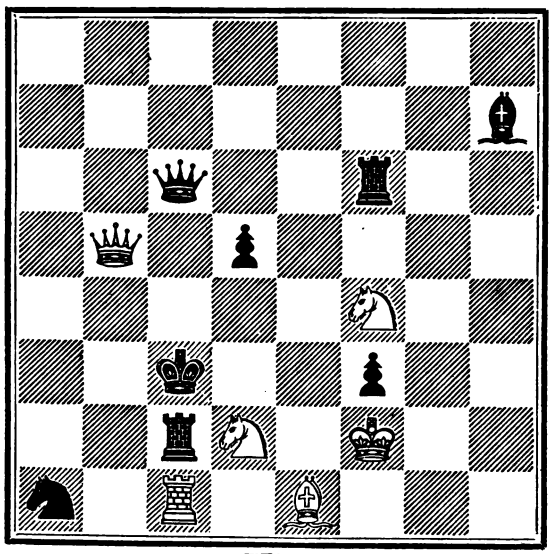


WHITE.

White to move, and mate in three moves.

No. 208. Problem by J. GOCHER, Esq.

BLACK.



WHITE.

White to move, and mate in two moves.

HORÆ MATUTINÆ.

Scene—THE PHILIDORIAN CHESS ROOMS.

THE DOCTOR, Mr. BEHNES, *and* Mr. GRUMBLE, *are seated cozily by the fire, the rain is pattering against the windows, the interior presenting a strong contrast to the gloom and wretchedness out of doors.*

(*Enter* CAPTAIN O'MILLAN.)

CAPTAIN O'MILLAN. Well, gentlemen, you seem to be enjoying the comforts of an English coal fire, a more disagreeable day outside I never remember, although some sixty Novembers have passed over my head.

Mr. BEHNES. Splendid weather for Chess, CAPTAIN, for my part I rather like this kind of weather, you can thoroughly enjoy the royal game on a wet cold day like this—nothing to distract the attention from the board.

Mr. GRUMBLE. I like a game of Chess very well, but I cannot say this weather is at all to my taste; my old enemy, rheumatism, attended by lumbago, generally seizes me on days like this, though I am thankful to say he has not yet put in an appearance.

THE DOCTOR. What news in the Chess world, gentlemen? Have PAULSEN and KOLISCH finished their match?

CAPTAIN O'MILLAN. The match is over without being finished—it is a drawn match by mutual consent—the score stood, PAULSEN, 7; KOLISCH, 6; Drawn, 18; when the agreement was made—notwithstanding the time limit, it was a long-winded affair, one of the games lasted from noon to four o'clock next morning, and several had to be adjourned—both played with the utmost caution.

THE DOCTOR. The introduction of the time limit is an excellent idea, and will no doubt have a salutary effect upon Chess players in general. I remember in the memorable match between STAUNTON and St. AMANT one move occupied two hours, and I have known a player in an ordinary game smoke three cigars whilst deliberating over his move.

CAPTAIN O'MILLAN. It is very tiresome and annoying to a good player to come in contact with these slow coaches. HARRWITZ upon one occasion had the misfortune to meet with one of this class, and having consumed the best part of one whole day over a single game, was invited the next day to another game. "No, thank you, life is too short," was the reply. Upon another occasion, at the PHILIDORIAN, a gentleman undertook to play a game blindfold, and in order to concentrate his attention, threw his handkerchief over his head, after playing some dozen moves his antagonist became impatient at his delay, when it was discovered, he was fast aleep.

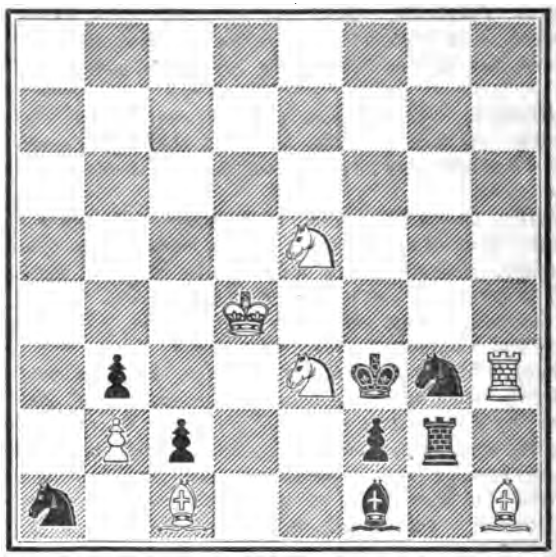
Mr. BEHNES. What is PROFESSOR KLING doing? he seems to be

marching the King about, no doubt he has discovered another curious problem.

(Professor KLING *comes forward*). Gentlemen, here is something to amuse you this dreary day, I call it the King's Promenade (*places a board with the following problem before them*) :—

Problem by Mr. LLOYD.

BLACK.



WHITE.

White to mate the Black King on the square he now occupies in fourteen moves.

THE MATCH BETWEEN DUBLIN AND LIVERPOOL, PLAYED BY TELEGRAPH.

THIS novel event came off with great success on Saturday, Oct. 26, and being the first occasion on which the telegraph was ever brought into requisition for such a purpose in this city, excited more than ordinary interest in our Chess world. The contest was the result of a desire on the part of the Dublin Library Chess Club for a friendly trial of strength with the Liverpool Chess Club, and, being taken by the latter in the same spirit, there was no monetary or other prize depending on the result. By the courtesy of the Magnetic Telegraph Company,

a room at each end of the wire was placed at the disposal of the respective Clubs for the reception of the players and other members, and also, to facilitate matters, a special machine was placed in the room, and, being in direct communication, and devoted exclusively to their service, the transmission of the messages was instantaneous; indeed, the rapidity with which the intelligent operator did his business excited the admiration of all present. The conditions of the match were, six games to be played simultaneously, each Club being represented by that number of players, and the greatest number of games won by either party to carry the victory. The boards were designated by the letters A, B, C, D, E, F, duplicated at Liverpool. To guard as much as possible against errors, each player, on making the move on his board, handed to the telegraph clerk a slip of paper, bearing the initial of his game, the move to be transmitted, and its numerical order; this was transcribed, on receipt at the other side, and handed to his opponent. Each Club had the first move in three games, but no limit of time being fixed for replies to each move as received, had the effect of greatly prolonging the contest. The Dublin Club was represented by the following gentlemen, viz.:—Sir John Blunden, Bart.; F. R. Hunt, Esq., Vice-President; R. F. Sidney, E. F. Bewley, Charles Jee, Esqrs., and Dr. Hillis, who were respectively pitted against Herren Schull, Soull, and Poeschmann; Smith, Franklin, and Steel, Esqrs., William John Clerk, Esq., acting as umpire in Dublin for the Liverpool gentlemen, who appointed J. Penny, Esq., their Vice-President, to undertake the same kind office in Liverpool for their opponents. The Rev. Dr. Salmon, F.T.C.D., President of the Dublin Library Club, was to have taken one of the boards, but, we regret to say, was prevented doing so by indisposition at the last moment, when another member had to be substituted. At the appointed hour, three o'clock, English time, the play commenced. Game A was opened by Mr. Jee, with the *Queen's Gambit;* game B, by Sir John Blunden, playing *Queen's Bishop's opening;* game C, Mr. Bewley, by a *Queen's Gambit.* At Liverpool, Herr Soull, at board D, adopted the *K.'s Kt.'s opening;* replied to by Mr. Hunt, with *Petroff's Defence.* At board E, Herr Poeschmann, the President, challenged Mr. Sidney to an *Evans' Gambit,* which he chivalrously accepted. At board F, Mr. Steel's game was the *King's Gambit declined.* The openings were played cautiously on both sides until five o'clock, when an adjournment of three-quarters of an hour took place for dinner, at the expiration of which period the combatants resumed operations with renewed vigour, further sustained, later in the evening, with tea and coffee *ad lib.*

The first result was in game B; about eleven o'clock Sir John Blunden made a move (number 25) on his board, which, however, he transmitted, by an unfortunate error, incorrectly; his antagonist, of

course, acting on that which he received, made his rejoinder, and when Sir John's next reply was handed to him, telegraphed, "Impossible! move your King;" this being the penalty the Dublin player had incurred by his mistake, according to the rules of the game, and insisted upon (involving the loss of a piece), Sir John immediately resigned, though he might, perhaps, even then have drawn the game if played out. About midnight, after an exciting contest of upwards of eight hours, Mr. Sidney received an offer to draw the game, but he unhesitatingly refused, and after two or three moves, the hour being then late, it was arranged to be finished by correspondence, as was, for the same reason, games C and F. Mr. Jee also received overtures from Liverpool for a draw, which at first he declined, but, as his antagonist insisted on the game being either drawn or played out then, he was reluctantly compelled to consent to the former alternative. We have now only game D to account for; Herr Soull, at the 30th move, made a mistake similar to that into which Sir John Blunden had fallen, and being in his turn held to strict law, declined to play any more. This game is therefore claimed by Dublin as a set-off to that resigned by Sir John under similar circumstances.

On the whole, the games were well contested, and the result of the tournament is likely to terminate in a drawn battle. The time occupied was nearly twelve hours, during the whole of which M. Greenhill, Esq., the Company's engineer, kindly gave his valuable assistance; much is also due to the kindness of J. H. Sanger, Esq., the manager, who was also present during a large portion of the time. Great credit is also due to J. S. Martin, Esq., Hon. Secretary to the Club, with whom the carrying out of the details principally lay.—*Irish Sporting Times.*

THE NOTTINGHAM CHESS CLUB.—The annual supper of the Nottingham Chess Club, which holds its meetings at Bromley House, was held on Tuesday evening, at the Black Boy Hotel. The members assembled soon after six o'clock, and engaged each other in the royal game until ten, when they sat down to a supper provided in Mr. Turner's best style. After the removal of the cloth the president (S. Newham, Esq.), having given "The health of her Majesty the Queen," which was received with due manifestation of loyalty, proposed "Continued success to the Nottingham Chess Club," which he said, had now entered on the thirty-third year of its existence. Mr. Newham proceeded to give some interesting reminiscences of his Chess experience during the past fifty years; expressed the gratification he felt in witnessing the continued stability and success of the Nottingham Chess Club, to which the excellent Chess class at the Mechanic's Institution, would prove an excellent nursery.

Game played at the PHILIDORIAN CHESS ROOMS, Oct. 28, between Herr KLING and Mr, J. E. VERNON, the former giving the odds of the Queen's Knight.

(*Remove Black's Q. Kt.*)

Black. (Herr KLING.)	*White.* (Mr. J. E. VERNON.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. P. to Q. third
3. P. to Q. B. third	3. B. to K. second
4. B. to K. second	4. Kt. to K. B. third
5. Castles	5. Castles
6. P. to Q. third	6. B. to K. third
7. P. to K. R. third	7. Kt. to Q. B. third
8. P. to Q. fourth	8. P. takes P.
9. P. takes P.	9. P. to Q. fourth
10. P. to K. fifth	10. Kt. to K. fifth
11. Kt. to K. R. second	11. P. to K. B. third
12. Kt. to K. B. third	12. P. takes P.
13. P. takes P.	13. Kt. to K. Kt. fourth
14. Kt. takes Kt.	14. B. takes Kt.
15. P. to K. B. fourth	15. B. to K. second
16. B. to Q. third	16. B. to Q. B. fourth (check)
17. K. to R. second	17. Kt. to K. second
18. P. to K. Kt. fourth	18. Kt. to K. Kt. third
19. P. to K. B. fifth	19. Kt. takes K. P.
20. P. takes B.	20. Kt. takes B.
21. Q. takes Kt.	21. R. takes R.
22. Q. takes R.	22. Q. to Q. third (check)
23. B. to K. B. fourth	23. Q. takes K. P.
24. R. to K. square	24. Q. to K. B. third
25. B. to K. fifth	25. Q. takes Q.
26. R. takes Q.	26. P. to Q. B. third
27. R. to K. square	27. R. to K. square
28. K. to Kt. second	28. B. to Q. fifth
29. B. to K. Kt. third	29. R. takes R.
30. B. takes R.	30. B. takes Q. Kt. P.
31. B. to K. B. second	31. P. to Q. fifth
32. K. to B. third	32. K. to B. second
33. K. to K. fourth	33. K. to K. third

34. B. to K. Kt. third	34. P. to K. Kt. third
35. B. to Q. Kt. eighth	35. P. to Q. B. third
36. B. takes P.	36. K. to Q. third
37. P. to K. R. fourth	37. K. to Q. B. second
38. B. to Q. B. fifth	38. P. to Q. Kt. third
39. B. to K. B. eighth	39. P. to Q. B. fourth
40. P. to K. R. fifth	40. P. to Q. B. fifth
41. P. takes P.	41. P. takes P.
42. B. to K. Kt. seventh	42. P. to K. sixth

And wins.

Games between Mr. GREEN and an AMATEUR.

GAME I.

White. Mr. GREEN.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to Q. B. third	2. B. to Q. Kt. fifth
3. B. to Q. B. fourth	3. P. to Q. B. third
4. Kt. to K. B. third	4. P. to Q. Kt. fourth
5. B. to Q. Kt. third	5. Q. to K. second
6. P. to Q. R. fourth	6. B. to Q. Kt. second
7. Castles	7. Kt. to K. B. third
8. P. to Q. third	8. Castles
9. P. to K. R. third	9. B. takes Kt.
10. P. takes B.	10. P. to K. R. third
11. Kt. to K. R. second	11. P. to Q. R. third
12. B. to Q. R. third	12. P. to Q. third
13. P. to K. B. fourth	13. Q. Kt. to Q. second
14. P. takes K. P.	14. Q. Kt. takes P.
15. Kt. to K. B. third	15. K. Kt. to Q. second
16. Kt. to Q. fourth	16. P. to K. Kt. third
17. Q. to Q. second	17. P. takes Q. R. P.
18. B. to Q. R. second	18. P. to Q. B. fourth
19. Q. takes K. R. P.	19. Kt. to K. B. third
20. Kt. to K. B. fifth	20. P. takes Kt.
21. R. takes P.	21. Kt. takes K. P.
22. R. to K. R. fifth	

And wins.

GAME II.

Between the same opponents.

White. (AMATEUR.)	*Black.* (Mr. GREEN.)
1. P. to K. fourth	1. P. to K. fourth
2. B. to Q. B. fourth	2. Kt. to K. B. third
3. P. to Q. third	3. P. to Q. fourth
4. P. takes P.	4. Kt. takes P.
5. Kt. to K. B. third	5. Kt. to Q. B. third
6. Castles	6. B. to Q. B. fourth
7. P. to K. R. third	7. Castles
8. Kt. to K. Kt. fifth	8. P. to K. R. third
9. Kt. to K. fourth	9. B. to Q. Kt. third
10. B. takes K. R. P.	10. P. to K. B. fourth
11. B. to K. Kt. fifth	11. Q. to Q. second
12. K. Kt. to Q. B. third	

And wins.

GAME III.

Between the same opponents.

White. (AMATEUR.)	*Black.* (Mr. GREEN.)
1. P. to K. fourth	1. P. to K. fourth
2. B. to Q. B. fourth	2. P. to K. B. fourth
3. B. takes Kt.	3. R. takes B.
4. P. takes P.	4. Q. to K. B. third
5. Q. to K. R. fifth (check)	5. P. to K. Kt. third
6. P. takes P.	6. P. takes P.
7. Q. to K. B. third	7. Q. to K. second
8. Kt. to Q. B. third	8. P. to Q. B. third
9. Kt. to K. R. third	9. P. to Q. fourth
10. P. to Q. third	10. Kt. to Q. second
11. B. to K. Kt. fifth	11. Q. to Q. Kt. fifth
12. Castles (Q. R.)	12. P. to Q. R. fourth
13. K. R. to K. square	13. B. to Q. third
14. P. to Q. fourth	14. R. to K. B. square
15. Q. to Q. third	15. P. to K. fifth
16. Kt. takes K. P.	16. P. takes Kt.
17. Q. takes P. (check)	17. K. to B. second

18. Q. to K. R. fourth	18. R. to K. Kt. square
19. B. to Q. second	19. Q. to Q. Kt. fourth
20. Kt. to K. Kt. fifth (check)	

And wins.

GAME IV.

Between the same opponents.

White. (Mr. GREEN.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. P. to Q. third
3. B. to Q. B. fourth	3. Kt. to Q. B. third
4. P. to Q. B. third	4. P. to K. B. fourth
5. P. to Q. fourth	5. P. takes K. P.
6. Kt. to K. Kt. fifth	6. Q. to K. B. third
7. Kt. takes P.	7. Q. to K. B. fourth
8. B. to Q. third	8. Q. to K. B. second
9. P. takes P.	9. Kt. takes P.
10. Castles	10. P. to K. R. third
11. Kt. to Q. R. third	11. B. to Q. second
12. B. to K. third	12. P. to Q. Kt. third
13. Kt. to Q. Kt. fifth	13. B. takes Kt.
14. B. takes B. (check)	14. K. to Q. square
15. R. to K. square	15. B. to K. second
16. B. to Q. fourth	16. B. to K. B. third
17. B. takes Kt.	17. B. takes B.
18. Kt. takes P.	18. B. takes Kt.
19. R. to K. eighth (check)	19. Q. takes R.
20. B. takes Q.	20. K. takes B.
21. Q. to K. R. fifth (check)	21. K. to Q. square
22. Q. to K. B. seventh	22. Kt. to K. second
23. Q. takes K. Kt. P.	23. R. to K. Kt. square
24. Q. takes K. R. P.	24. K. to B. square
25. Q. to K. sixth (check)	25. K. to Kt. second
26. Q. to K. fourth (check)	26. P. to Q. B. third
27. R. to Q. square	27. K. to B. second
28. Q. to K. sixth	28. R. to K. Kt. third
29. R. takes B.	29. R. takes Q.

30. R. takes R.	30. K. to Q. second
31. R. to K. second	31. Kt. to Q. fourth
32. P. to K. R. fourth	32. Kt. to K. B. third
33. P. to K. B. third	33. R. to K. Kt. square
34. P. to K. Kt. fourth	34. Kt. takes P.
35. P. takes Kt.	35. R. takes P.
36. K. to B. second	36. R. takes P.

Drawn game.

Game played between Mr. CAMPBELL and an AMATEUR, the former giving Queen's Kt.

(*Remove White's Q. Kt.*)

White. (Mr. CAMPBELL.)	*Black.* (AMATEUR.)
1. P. to K. fourth	1. P. to Q. fourth
2. P. takes P.	2. Q. takes P.
3. Kt. to K. second	3. B. to K. Kt. fifth
4. P. to K. B. third	4. B. to K. B. fourth
5. Kt. to Q. B. third	5. Q. to Q. square
6. P. to Q. fourth	6. P. to K. fourth
7. P. to Q. fifth	7. B. to Q. Kt. fifth
8. Q. B. to Q. second	8. Kt. to K. second
9. B. to Q. B. fourth	9. Q. Kt. to Q. second
10. Castles	10. Castles
11. B. to K. Kt. fifth	11. K. to R. square
12. Q. to Q. second	12. B. takes Kt.
13. P. takes B.	13. P. to K. B. third
14. B. to K. third	14. Kt. to Q. Kt. third
15. B. to Q. Kt. third	15. B. to K. Kt. third
16. P. to Q. B. fourth	16. Kt. to Q. B. square
17. P. to Q. B. fifth	17. B. to K. B. second
18. Q. R. to Q. square	18. Q. to Q. second
19. Q. to Q. Kt. fourth	19. Kt. takes P.
20. Q. takes Kt. P.	20. Kt. from B. sq. to K. second
21. P. to Q. B. fourth	21. K. R. to Q. Kt. square
22. Q. to Q. R. sixth	22. P. to Q. B. third
23. P. takes Kt.	23. P. takes P.
24. P. to K. B. fourth	24. Kt. to K. B. fourth

25. P. to B. sixth	25. Q. to Q. B. second
26. B. to Q. B. fifth	26. P. to Q. fifth
27. B. takes B.	27. Q. takes B.
28. P. takes P.	28. Kt. to K. sixth
29. P. takes P.	29. P. takes P.
30. R. takes K. B. P. (*a*)	30. Q. to Q. fourth
31. R. to K. B. second	31. Kt. takes R.
32. P. to Q. B. seventh	32. R. to K. square
33. Q. to B. sixth (check)	33. K. to Kt. square
34. B. takes Q. P.	34. R. to K. eighth (check)
35. R. interposes	35. R. takes R.
36. K. takes R.	36. Q. to K. B. second
37. K. to K. second	37. Q. takes Q.
38. B. takes Q.	38. Kt. to B. seventh
39. K. takes Kt.	39. K. to B. second
40. B. to K. fifth	40. K. to K. third
41. B. to K. B. fourth	41. K. to Q. second
42. P. to K. Kt. fourth	42. R. to K. square
43. P. to K. R. fourth	43. R. to K. fifth
44. K. to K. B. third	44. R. to Q. R. fifth
45. P. to Kt. fifth	45. R. takes P.
46. K. to K. fourth	46. R. to Q. R. fourth
47. B. to K. fifth	47. R. to Q. B. fourth
48. K. to K. B. fifth	48. P. to Q. R. fourth
49. P. to K. R. fifth	49. R. to Q. B. third
50. P. to K. Kt. sixth	50. P. takes P.
51. P. takes P.	51. K. to K. second (*b*)
52. B. to Q. sixth (check)	52. K. to K. square
53. K. to K. sixth	53. R. to Q. B. seventh
54. P. to K. Kt. seventh	54. R. to K. seventh (check)
55. B. to K. fifth	

And Black resigned.

Notes.

(*a*) "B. takes P." would have been stronger.

(*b*) By taking K. Kt. P. with R., Black would have drawn the game.

Game played between Mr. T. J. GRINFIELD and Mr. F. F. BARHAM.

(*Queen's Gambit evaded.*)

White. (Mr. T. J. GRINFIELD.)	*Black.* (Mr. F. F. BARHAM.)
1. P. to Q. fourth	1. P. to Q. fourth
2. P. to Q. B. fourth	2. P. to K. third
3. Q. Kt. to B. third	3. K. Kt. to B. third
4. P. to K. third	4. P. to Q. B. fourth
5. K. Kt. to B. third	5. Q. Kt. to B. third
6. P. to Q. R. third	6. P. to Q. R. third
7. P. takes Q. P.	7. K. Kt. takes P.
8. Q. Kt. takes Kt.	8. Q. takes Kt.
9. B. to Q. third	9. B. to Q. second
10. P. takes P. (*a*)	10. B. takes P.
11. Castles	11. Castles (K. R.) (*b*)
12. P. to K. fourth	12. Q. to Q. third (*c*)
13. P. to Q. Kt. fourth (*d*)	13. B. to Q. fifth
14. Kt. takes B.	14. Q. takes Kt.
15. B. to K. third	15. Q. to K. fourth
16. B. takes P. (*e*)	16. P. takes B. (*f*)
17. Q. takes B.	17. Q. takes K. P.
18. K. R. to K. square	18. K. R. to Q. square
19. Q. to Q. B. seventh	19. K. R. to Q. B. square
20. B. to K. B. fourth	20. Q. to K. B. fourth
21. Q. to Q. sixth	21. Kt. to K. second
22. Q. to K. fifth	22. K. R. to Q. B. fifth
23. P. to K. Kt. third	23. Q. R. to Q. square
24. Q. R. to Q. square	24. Q. R. takes R.
25. R. takes R.	25. P. to K. B. third
26. Q. takes Q.	26. Kt. takes Q.
27. R. to Q. eighth (check)	27. K. to B. second
28. B. to Q. sixth	28. Kt. to Q. fifth (*g*)
29. R. to Q. seventh (check)	29. K. to Kt. third (*h*)
30. B. to K. B. eighth	30. Kt. to Q. B. seventh (*i*)
31. R. takes P. (check)	31. K. to B. fourth
32. R. takes P.	32. Kt. takes Q. R. P.
33. R. to K. R. fifth (check)	33. K. to Kt. third (*j*)
34. R. to Q. R. fifth	34. R. to Q. B. eighth (check) (*k*)
35. K. to Kt. second	35. Kt. to Q. B. seventh

36. R. takes P.	36. Kt. to K. eighth (check)
37. K. to R. third	37. R. to Q. B. square
38. B. to Q. B. fifth (*l*)	38. R. to K. R. square (check) (*m*)
39. K. to Kt. fourth	39. P. to K. B. fourth (check)
40. K. to B. fourth	40. Kt. to Q. sixth (check)
41. K. to K. third	41. Kt. takes B.
42. P. takes Kt.	42. K. to B. second
43. P. to Q. B. sixth	43. K. to K. second (*n*)
44. P. to K. R. fourth	44. K. to Q. third (*o*)
45. K. to B. fourth	45. P. to K. fourth (check)
46. K. takes K. B. P.	46. R. to K. B. square (check)
47. K. to Kt. sixth	47. R. takes P.
48. P. to K. Kt. fourth	48. P. to K. fifth
49. P. to K. R. fifth	49. P. to K. sixth
50. P. to K. R. sixth	50. P. to K. seventh
51. P. to Q. B. seventh (dis. ch.)	51. K. to Q. second (*p*)
52. R. to K. sixth	

And wins.

Notes.

(*a*) If White was to advance the K. P., Black could reply with 10. "Q. to K. R. fourth"

(*b*) He might also have played 11. "Kt. to K. fourth."

(*c*) If 12. "Q. to K. R. fourth, then 13. "B. takes Q. R. P." winning a P.

(*d*) 13. "B. takes Q. R. P." *now* would involve the loss of a piece:—*e. g.*

White.	*Black.*
13. B. takes Q. R. P.	13. Q. R. takes B. (best)
14. Q. takes Q.	14. B. takes Q.
15. K. R. to Q. square	15. Kt. to Q. Kt. square, &c.

(*e*) If 16 "P. to K. B. fourth," then 16. "Q. to Q. B. sixth."

(*f*) Best. If he retook with R. he would lose a P.

(*g*) 28. "Kt. takes B." followed by 29. "P. to Q. R. fourth," appears to be safe.

(*h*) 29. "K. to Kt. square," appears also safe.

(*i*) 30. "Kt. to K. B. fourth" would probably have been better.

(*j*) 33. "K. to Kt. fifth," or 33. "K. to K. fifth," could be followed by 34. "R. to K. R. sixth," winning without much difficulty.

(*k*) 34. "K. to B. second" would have been much better,

(*l*) 38. "R. takes P." would have been also good play, and an instructive variation ensues thereupon. Let us suppose:—

38. R. takes P.	38. Kt. to K. B. sixth

Threatening "Kt. to K. Kt. fourth (check)," and still attacking White's B.

39. B. to K. R. sixth

The only move to prevent the loss of a piece.

	39. R. to K. R. square
40. K. to Kt. second	

Again, the only move.

	40. Kt. takes P.
41. K. takes Kt.	41. R. takes B. (check)
42. K. to Kt. second, and should win.	

The line of play pursued by White in the actual game appears, however, equally strong with the above variation.

(*m*) If he had played 38. "Kt. to K. B. sixth," White would have rejoined with 39. "K. to Kt. second," and if then 39. "Kt. to K. eighth (check)," with 40. "K. to B. square."

(*n*) If 43. "R. takes P.," White would play 44. "R. to Q. R. eighth," winning at once.

(*o*) 44. "R. to Q. square," or 44. "R. to Q. B. square," would not avail.

(*p*) However he move White can equally play 52. "R. to K. sixth," winning.

Game played between Mr. T. J. GRINFIELD and Dr. ROBERTSON.

(*Centre Counter Gambit.*)

White. (Mr. T. J. GRINFIELD.)	*Black.* (Dr. ROBERTSON.)
1. P. to K. fourth	1. P. to Q. fourth
2. P. takes P.	2. K. Kt. to B. third
3. B. to Q. Kt. fifth (check)	3. B. to Q. second
4. B. to Q. B. fourth	4. P. to Q. Kt. fourth
5. B. to Q. Kt. third	5. P. to Q. Kt. fifth
6. P. to Q. R. third	6. P. to Q. B. third
7. P. takes Q. B. P. (*a*)	7. B. takes P.
8. K. Kt. to B. third	8. B. to Q. fourth (*b*)
9. B. to Q. R. fourth (check)	9. K. Kt. to Q. second
10. P. takes P.	10. Q. Kt. to B. third
11. P. to Q. B. third	11. Q. to Q. Kt. third
12. P. to Q. fourth	12. B. to Q. B. fifth (*c*)
13. P. to Q. fifth (*d*)	13. B. takes P. (*e*)
14. Q. takes B.	14. K. Kt. to Q. Kt. square
15. K. Kt. to Q. fourth	15. P. to K. third
16. B. takes Kt. (check)	16. Kt. takes B.
17. Q. takes Kt. (check)	

Black resigns.

Notes.

(*a*) 7. "P. takes Q. Kt. P." looks equally good.

(*b*) This move loses another P., and moreover leaves White in our opinion a superior situation.

(*c*) Since the loss of the second P. Black has, we think, still further com-

promised his game, and this, his last move, 12. "B. to Q. B. fifth," illustrates our remark. White will now be able to advance his Q. P. and K. Kt., as well as dislodge the adverse Q. B., all of which were difficult when the Black B. was at his 24th.

(*d*) This appears by far the most potent method of carrying on the attack. If White had played 13. "Q. Kt. to R. third," Black's best move would have been 13. "B. to Q. fourth" (any other move we believe costing a piece), and it does not appear that White would get the advantage that he obtains by playing 13. "P. to Q. fifth."

(*e*) Black must indeed have a deplorable game if he has no better resource than to sacrifice the B.

Game played between Mr. MACDONNELL and Mr. BURDEN.

(*Gambit refused.*)

White. (Mr. MACDONNELL.)	*Black.* (Mr. BURDEN.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. to Q. fourth
3. P. takes Q. P.	3. K. P. takes K. B. P.
4. P. to Q. fourth	4. B. to Q. third
5. Kt. to K. B. third	5. Kt. to K. B. third
6. B. to Q. Kt. fifth (check)	6. P. to Q. B. third
7. Q. to K. second (check)	7. Q. to K. second
8. Q. takes Q.	8. K. takes Q.
9. P. takes Q. B. P.	9. P. takes P.
10. B. to Q. third	10. R. to K. square
11. Castles	11. K. to K. B. square
12. Kt. to Q. B. third	12. P. to Q. B. fourth
13. Kt. to Q. Kt. fifth	13. R. to Q. square
14. Kt. takes B.	14. R. takes Kt.
15. P. takes P.	15. R. to Q. B. third
16. Q. B. takes K. B. P.	16. Kt. to Q. R. third
17. Q. B. to Q. sixth (check)	17. K. to Kt. square
18. K. B. to Q. Kt. fifth	

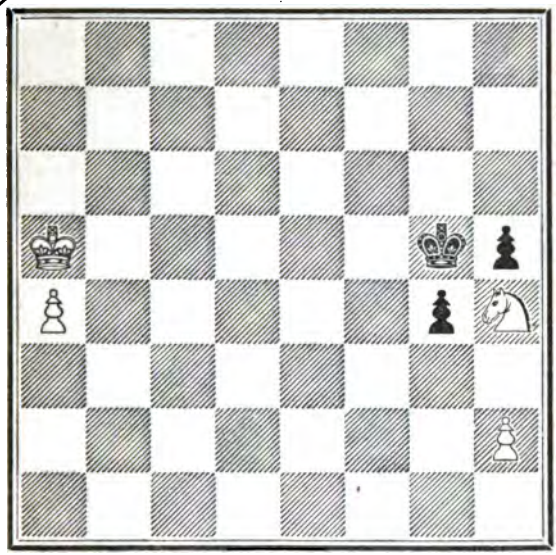
And Black resigns.

CHESS RIDDLE.

Why are all even games of Chess of equal duration? Because it takes *four Knights* to play a game.

No. 209. Chess Study by Mr. LANGE.

BLACK.



WHITE.

White to move, and win.

No. 210. Chess Study by Herr HORWITZ.

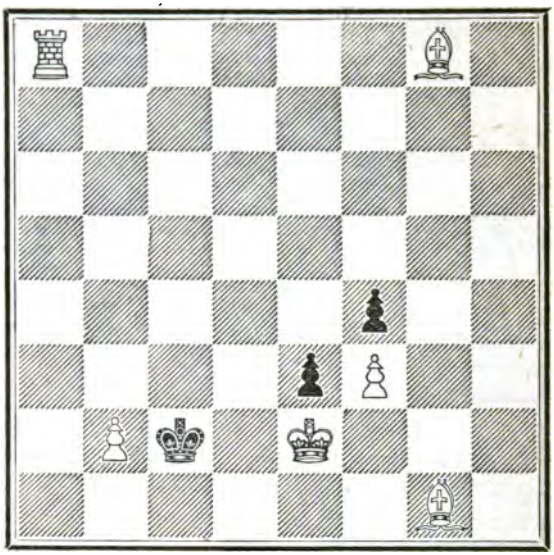
BLACK.

WHITE.

White to move, and win.

No. 211. Probem by T. HAZEON, Esq.

BLACK



WHITE.

White to move, and mate in four moves.

No. 213. Problem by PONS MACZUSKI.

BLACK.

WHITE.

White to move, and mate in four moves.

MATCH BETWEEN MESSRS. KOLISCH AND PAULSEN.

Game XI.

White. (Mr. PAULSEN.)	*Black.* (Herr KOLISCH.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. K. B. to B. fourth	3. Kt. to K. B. third
4. Kt. to Q. B. third	4. K. B. to Kt. fifth
5. P. to K. fifth	5. P. to Q. fourth
6. B. to Kt. fifth (check)	6. P. to Q. B. third
7. P. takes Kt.	7. P. takes B.
8. Q. to K. second (check)	8. B. to K. third
9. Q. takes Kt. P. (check)	9. Kt. to Q. B. third
10. Kt. to K. B. third	10. Q. takes B.
11. Q. takes Kt. P.	11. Q. R. to B. square
12. Q. Kt. takes P.	12. Q. to K. B. fourth
13. Kt. to Q. B. seventh (check)	13. R. takes Kt.
14. Q. takes R.	14. Q. to K. fifth (check)
15. K. to Q. square	15. Castles
16. P. to Q. third	16. Q. to K. Kt. third
17. Q. takes P. (at B. fifth)	17. P. to K. B. third
18. Q. to K. fourth	18. Q. takes Kt. P
19. K. R. to Kt. square	19. Q. to R. sixth
20. Q. takes Kt.	20. R. to Q. square
21. K. to K. second	21. B. to Q. fourth
22. Q. takes K. B. P.	22. R. to K. square (check)
23. B. to K. third	23. P. to K. Kt. third
24. R. to K. Kt. third	24. Q. to R. third
25. Q. to Kt. fifth	25. B. takes Kt.
26. K. takes B.	

And Black resigns.

GAME XII.

Between the same opponents.

White. (Herr KOLISCH.)	*Black.* (Mr. PAULSEN.)
1. P. to K. B. fourth	1. P. to Q. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. P. to K. third	3. Q. B. to Kt. fifth

4. B. to K. second	4. B. takes Kt.
5. B. takes B.	5. P. to K. fourth
6. P. takes P.	6. Kt. takes P.
7. Castles	7. Kt. to K. B. third
8. P. to Q. fourth	8. Kt. takes B. (check)
9. Q. takes Kt.	9. B. to Q. third
10. P. to Q. B. fourth	10. P. to Q. B. third
11. P. takes P.	11. P. takes P.
12. Kt. to B. third	12. Castles
13. B. to Q. second	13. Q. to Q. second
14. Q. to B. fifth	14. Q. to K. third
15. R. to B. third	15. Q. R. to B. square
16. Q. R. to K. B. square	16. B. to Q. Kt. fifth
17. Q. to K. Kt. fifth	17. P. to K. R. third
18. Q. to Kt. third	18. B. to Q. third
19. Q. to R. fourth	19. B. to K. second
20. Q. to K. square	20. R. to B. third
21. R. to B. fifth	21. Q. to Q. second
22. K. to R. square	22. B. to Kt. fifth
23. Q. to Kt. third	23. B. takes Kt.
24. B. takes B.	24. K. to R. second
25. Q. to B. third	25. P. to Q. R. third
26. P. to K. Kt. fourth	26. K. to Kt. square
27. P. to K. R. fourth	27. Q. to B. second
28. Q. to B. fourth	28. Kt. to K. fifth
29. Q. takes Q.	29. R. takes Q.
30. K. to Kt. second	30. Kt. takes B.
31. P. takes Kt.	31. R. takes P.
32. R. takes Q. P.	32. R. takes K. P.
33. R. to Q. seventh	33. P. to Q. Kt. fourth
34. P. to Q. fifth	34. R. to K. seventh (check)
35. R. to B. second	35. R. takes R. (check)
36. K. takes R.	36. R. to R. square
37. K. to K. third	37. P. to Q. R. fourth
38. K. to Q. fourth	38. P. to Kt. fifth
39. R. to Kt. seventh	39. K. to B. square
40. K. to B. fifth	

And the game was drawn by mutual consent.

GAME XIII.

Between the same opponents.

White. (Mr. PAULSEN.)	*Black.* (Herr KOLISCH.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. B. fourth	2. P. to K. fourth
3. Kt. to K. B. third	3. Kt. to Q. B. third
4. Kt. to Q. B. third	4. P. to Q. third
5. B. to K. second	5. P. to K. B. fourth
6. P. to Q. third	6. Kt. to K. B. third
7. P. takes P.	7. B. takes P.
8. Castles	8. B. to K. second
9. K. Kt. to R. fourth	9. Q. B. to K. third
10. P. to K. B. fourth	10. Castles
11. K. Kt. to B. third	11. Q. to Q. second
12. P. to Q. fourth	12. P. takes Q. P.
13. Kt. takes P.	13. Kt. takes Kt.
14. Q. takes Kt.	14. K. to R. square
15. Q. B. to K. third	15. P. to Q. fourth
16. P. takes P.	16. Kt. takes P.
17. Kt. takes Kt.	17. Q. takes Kt.
18. K. B. to K. B. third	18. Q. takes Q.
19. B. takes Q.	19. B. to B. third
20. B. takes B.	20. R. takes B.
21. P. to Q. Kt. third	21. P. to Q. B. third
22. Q. R. to K. square	22. K. to Kt. square

And the game was drawn.

GAME XIV.

Between the same opponents.

White. (Herr KOLISCH.)	*Black.* (Mr. PAULSEN.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. K. B. to B. fourth	3. B. to B. fourth
4. P. to Q. Kt. fourth	4. B. takes Kt. P.
5. P. to Q. B. third	5. B. to R. fourth
6. P. to Q. fourth	6. P. takes P.

7. Castles	7. P. to Q. third
8. Q. to Q. Kt. third	8. Q. to B. third
9. P. takes P.	9. B. to Kt. third
10. P. to K. fifth	10. P. takes P.
11. P. takes P.	11. Q. to Kt. third
12. Kt. to Kt. fifth	12. K. Kt. to R. third
13. P. to K. sixth	13. Castles
14. Kt. takes B. P.	14. Kt. takes Kt.
15. P. takes Kt. (check)	15. K. to R. square
16. B. to Q. R. third	16. Kt. to Q. fifth
17. Q. to Q. B. third	17. P. to Q. B. fourth
18. Kt. to Q. second	18. B. to K. third
19. K. to R. square	19. B. takes B.
20. Kt. takes B.	20. Q. takes B. P.
21. Q. R. to Kt. square	21. Q. to K. R. fourth
22. Kt. takes B.	22. P. takes Kt.
23. Q. R. takes P.	23. K. R. takes B. P.
24. Q. R. to Kt. square	24. R. takes R. (check)
25. Q. R. takes R.	25. P. to Q. Kt. third
26. B. to Kt. second	26. Q. to K. seventh
27. R. to K. square	27. R. to K. B. square
28. P. to K. R. third	28. R. to B. eighth (check)
29. R. takes R.	29. Q. takes R. (check)
30. K. to R. second	30. Q. to B. fifth (check)
31. Q. to K. Kt. third	31. P. to K. Kt. fourth
32. Q. takes Q.	32. P. takes Q.
33. P. to K. Kt. third	33. P. takes P. (check)
34. K. takes P.	34. K. to Kt. second
35. K. to B. fourth	35. K. to Kt. third
36. K. to K. fifth	36. Kt. to Q. B. third (check)
37. K. to Q. sixth	37. Kt. to Kt. fifth
38. P. to Q. R. fourth	38. K. to B. fourth
39. K. to B. seventh	39. Kt. to Q. fourth (check)
40. K. to B. sixth	40. K. to K. fifth
41. P. to R. fifth	41. P. takes P.
42. K. takes P.	42. Kt. to B. fifth
43. K. to Kt. fifth	43. Kt. takes P.
44. K. takes P.	44. P. to R. fourth

45. B. to B. sixth	45. K. to B. fifth
46. K. to Kt. fifth	46. Kt. to Kt. fourth
47. K. to B. fourth	47. P. to R. fifth
48. K. to Q. fifth	48. P. to R. sixth
49. B. to K. fifth (check)	49. K. to B. sixth
50. B. to R. second	50. Kt. to K. fifth
51. K. to K. fifth	51. K. to Kt. seventh
52. K. takes Kt.	52. K. takes B.
53. K. to B. third	53. K. to Kt. eighth
54. K. to Kt. third	54. P. to R. seventh

And White resigns.

GAME XV.

Between the same opponents.

White. (Mr. PAULSEN.)	*Black.* (Herr KOLISCH.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. B. fourth	2. P. to K. fourth
3. Kt. to K. B. third	3. Kt. to Q. B. third
4. P. to Q. fourth	4. P. takes P.
5. Kt. takes P.	5. P. to Q. third
6. Kt. to Q. B. third	6. B. to K. second
7. B. to K. second	7. B. to K. B. third
8. B. to K. third	8. K. Kt. to K. second
9. Castles	9. Castles
10. Kt. to Q. fifth	10. K. B. takes Kt.
11. B. takes B.	11. Kt. takes B.
12. Q. takes Kt.	12. P. to K. B. fourth
13. P. takes P.	13. B. takes P.
14. Q. R. to K. square	14. Kt. to Q. B. third
15. Q. to Q. second	15. Q. to Q. second
16. B. to Q. third	16. B. takes B.
17. Q. takes B.	17. Q. R. to K. square
18. R. takes R.	18. R. takes R.
19. P. to K. B. fourth	19. Kt. to K. second
20. Kt. to K. third	20. K. to R. square
21. R. to K. B. third	21. Kt. to K. Kt. square
22. R. to R. third	22. Kt. to B. third

23. Kt. to Q. fifth	23. P. to Q. B. third
24. Kt. takes Kt.	24. P. takes Kt.

And the game was drawn.

Game XVI.

Between the same opponents.

White. (Herr Kolisch.)	*Black.* (Mr. Paulsen.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to Q. B. fourth	3. B. to B. fourth
4. P. to Q. third	4. Kt. to K. B. third
5. Castles	5. P. to Q. third
6. P. to Q. B. third	6. Castles
7. Q. B. to Kt. fifth	7. B. to K. third
8. Q. Kt. to Q. second	8. Q. to K. second
9. K. to R. square	9. P. to K. R. third
10. B. to R. fourth	10. K. to R. second
11. P. to Q. fourth	11. P. takes P.
12. B. to Q. third	12. K. to Kt. square
13. P. takes P.	13. Kt. takes P.
14. P. to K. fifth	14. P. takes P.
15. Kt. to K. fourth	15. Q. B. to Kt. fifth
16. B. takes Kt.	16. P. takes B.
17. Q. to Q. B. square	17. K. to Kt. second
18. Q. takes B.	18. Q. takes Q.
19. Kt. takes Q.	19. Kt. takes Kt.
20. P. to K. R. third	20. Kt. to Q. seventh
21. P. takes B.	21. Kt. takes R.
22. R. takes Kt.	22. P. to Kt. third
23. Kt. to K. fourth	23. Q. R. to Q. square
24. B. to B. second	24. R. to Q. fifth
25. P. to B. third	25. K. R. to Q. square
26. K. to Kt. square	26. P. to Q. B. fourth
27. K. to B. second	27. R. to Q. seventh (check)
28. K. to K. third	28. R. takes B.
29. Kt. to Kt. third	29. P. to B. fifth

And White resigns.

GAME XVII.

Between the same opponents.

White. (Mr. PAULSEN.)	*Black.* (Herr KOLISCH.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. B. fourth	2. P. to Q. fourth
3. B. P. takes P.	3. P. takes P.
4. P. takes P.	4. Q. takes P.
5. Kt. to Q. B. third	5. Q. to Q. R. fourth
6. K. Kt. to B. third	6. K. Kt. to B. third
7. B. to B. fourth	7. B. to Q. third
8. Castles	8. Castles
9. P. to Q. fourth	9. Q. B. to Kt. fifth
10. Q. Kt. to Kt. fifth	10. P. to Q. R. third
11. Kt. takes B.	11. P. takes Kt.
12. Q. to Kt. third	12. Kt. to B. third
13. R. to Q. square	13. Q. R. to K. square
14. B. to B. fourth	14. P. to Q. Kt. fonrth
15. K. B. to B. square	15. Q. to Kt. third
16. Q. B. takes P.	16. B. takes Kt.
17. Q. takes B.	17. Kt. takes P.
18. Q. to B. third	18. Q. takes B.
19. R. takes Kt.	19. Q. to Kt. third
20. Q. R. to Q. square	20. R. to K. third
21. Q. to Kt. fourth	21. Q. to B. second
22. P. to Q. R. fourth	22. P. takes P.
23. Q. takes P.	23. P. to Q. R. fourth
24. B. to B. fourth	24. R. to K. fourth
25. P. to K. R. third	25. Q. to Kt. second
26. P. to Q. Kt. third	26. R. to K. Kt. fourth
27. B. to B. square	27. R. to K. fourth
28. R. to Q. sixth	28. R. to K. square
29. K. R. to Q. fourth	29. R. to K. second

Drawn game.

GAME XVIII.

Between the same opponents.

White. (Herr KOLISCH.)	*Black.* (Mr. PAULSEN.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. B. to B. fourth	3. B. to B. fourth
4. P. to Q. third	4. Kt. to K. B. third
5. Q. B. to Kt. fifth	5. P. to Q. third
6. Castles	6. Castles
7. Kt. to Q. B. third	7. B. to K. third
8. Kt. to K. second	8. B. takes B.
9. P. takes B.	9. P. to K. R. third
10. B. to R. fourth	10. P. to K. Kt. fourth
11. Kt. takes P.	11. P. takes Kt.
12. B. takes P.	12. K. to Kt. second
13. Kt. to Kt. third	13. K. to Kt. third
14. P. to Q. Kt. fourth	14. B. to Kt. third
15. B. takes Kt.	15. K. takes B.
16. Q. to B. third (check)	16. K. to K. second
17. Kt. to Q. B. fifth (check)	17. K. to K. square
18. P. to B. fifth	18. P. takes P.
19. Kt. to Kt. seventh (check)	19. K. to K. second
20. Q. R. to Q. square	20. Kt. to Q. fifth
21. Q. to R. fifth	21. K. R. to Kt. square
22. P. takes P.	22. K. to B. square
23. Q. takes K. P.	23. Kt. to K. seventh (check)
24. K. to R. square	24. Q. to R. fifth
25. P. takes B.	25. R. takes Kt.
26. P. takes B. P.	26. R. to R. second
27. R. to Q. third	27. Kt. to B. fifth
28. R. to Q. eighth (check)	28. R. takes R.
29. P. takes R. (check)	29. Q. takes Q.
30. Q. takes Kt.	

And wins.

GAME XIX.

Between the same opponents.

White. (Mr. PAULSEN.)	*Black.* (Herr KOLISCH.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. B. fourth	2. P. to Q. fourth
3. K. P. takes P.	3. P. takes P.
4. P. takes P.	4. Q. takes P.
5. Q. Kt. to B. third	5. Q. to Q. R. fourth
6. Kt. to K. B. third	6. K. Kt. to B. third
7. B. to B. fourth	7. B. to K. second
8. Castles	8. Castles
9. P. to Q. fourth	9. P. to Q. B. third
10. Kt. to K. fifth	10. Q. Kt. to Q. second
11. Kt. takes K. B. P.	11. R. takes Kt.
12. Q. to Kt. third	12. Q. to K. R. fourth
13. Q. B. to B. fourth	13. Kt. to Q. Kt. third
14. B. takes R. (check)	14. Q. takes B.
15. Q. takes Q. (check)	15. K. takes Q.
16. B. to K. fifth	16. Q. Kt. to Q. fourth
17. P. to K. R. third	17. P. to K. R. fourth
18. P. to K. B. third	18. Kt. takes Kt.
19. P. takes Kt.	19. Kt. to Q. fourth
20. K. R. to Q. B. square	20. B. to Q. R. sixth
21. K. R. to Kt. square	21. Kt. takes P.
22. K. R. to Kt. third	22. Kt. to Kt. fourth
23. P. to K. Kt. fourth	23. B. to K. third
24. R. to K. third	24. B. to Q. fourth
25. Q. R. to Q. square	25. P. to Q. R. fourth
26. Q. R. to Q. third	26. B. to K. B. square
27. P. to Q. R. fourth	27. Kt. to Q. third
28. B. to Kt. third	28. Kt. to Q. B. fifth
29. R. to K. second	29. Kt. to Kt. third
30. R. to K. fifth	30. Kt. takes P.
31. R. takes R. P.	31. P. to Q. Kt. fourth

And wins.

Game XX.

Between the same opponents.

White. (Herr Kolisch.)	*Black.* (Mr. Paulsen.)
1. P. to K. fourth	1. P. to K. fourth
2. Kt. to K. B. third	2. Kt. to Q. B. third
3. K. B. to B. fourth	3. K. B. to B. fourth
4. Castles	4. Kt. to K. B. third
5. P. to Q. third	5. P. to Q. third
6. Q. B. to Kt. fifth	6. P. to K. R. third
7. B. to R. fourth	7. Q. B. to Kt. fifth
8. P. to K. R. third	8. B. to R. fourth
9. P. to Q. B. third	9. P. to K. Kt. fourth
10. Q. B. to Kt. third	10. Q. to Q. second
11. P. to Q. Kt. fourth	11. K. B. to Kt. third
12. Q. Kt. to Q. second	12. P. to K. Kt. fifth
13. P. takes P.	13. Q. B. takes P.
14. P. to Q. R. fourth	14. P. to Q. R. fourth
15. B. to Q. Kt. fifth	15. P. takes P.
16. P. takes P.	16. K. Kt. to R. second
17. Q. to B. second	17. Kt. to K. Kt. fourth
18. Kt. to K. R. fourth	18. Kt. to K. third
19. Kt. to Q. Kt. third	19. K. to K. second
20. P. to Q. R. fifth	20. B. to Q. fifth
21. Q. R. to B. square	21. Q. Kt. takes Kt. P.
22. Q. to B. fourth	22. P. to Q. B. third
23. Q. takes Kt.	23. P. takes B.
24. Kt. to K. B. fifth (check)	24. B. takes Kt.
25. P. takes B.	25. Kt. to Q. B. fourth
26. Kt. takes B.	26. Kt. takes Q. P.
27. Q. to Q. second	27. Kt. takes R.
28. R. takes Kt.	28. P. takes Kt.
29. Q. takes Q. P.	29. K. R. to K. Kt. square
30. R. to K. square (check)	30. K. to Q. square
31. Q. to K. B. sixth (check)	31. K. to B. square
32. R. to Q. B. square (check)	32. K. to Kt. square
33. B. takes P. (check)	33. K. to R. second
34. Q. to Q. fourth (check)	

And mates next move.

GAME XXI.

Between the same opponents.

White. (Mr. PAULSEN.)	*Black.* (Herr KOLISCH.)
1. P. to K. fourth	1. P. to K. third
2. P. to Q. fourth	2. P. to Q. fourth
3. Kt. to Q. B. third	3. K. B. to Kt. fifth
4. P. takes P.	4. P. takes P.
5. Kt. to K. B. third	5. Kt. to K. B. third
6. B. to Q. third	6. Castles
7. Castles	7. Q. B. to Kt. fifth
8. Q. B. to Kt. fifth	8. P. to Q. B. third
9. B. to K. second	9. Q. Kt. to Q. second
10. Kt. to K. fifth	10. B. takes B.
11. Q. Kt. takes B.	11. Q. to B. second
12. Kt. takes Q. Kt.	12. Kt. takes Kt.
13. B. to B. fourth	13. B. to Q. third
14. Q. to Q. second	14. Q. R. to K. square
15. B. takes B.	15. Q. takes B.
16. Q. R. to K. square	16. P. to K. B. fourth
17. Kt. to K. B. fourth	17. R. to K. fifth
18. P. to K. Kt. third	18. K. R. to K. square
19. P. to K. B. third	19. Q. R. to K. second
20. K. to Kt. second	20. K. to B. second
21. Kt. to Q. third	21. R. takes R.
22. R. takes R.	22. R. takes R.
23. Q. takes R.	23. Q. to K. second
24. Kt. to K. fifth (check)	24. K. to Kt. square
25. K. to B. second	

Drawn game, by mutual consent.

Game played at Northampton between Herr KLING and Mr. HOLLIS.

Black. (Herr KLING.)	*White.* (Mr. HOLLIS.)
1. P. to K. fourth	1. P. to K. fourth
2. P. to K. B. fourth	2. P. takes P.
3. Kt. to K. B. third	3. P. to K. Kt. fourth
4. B. to Q. B. fourth	4. P. to Kt. fifth
5. Castles	5. P. takes Kt.

6. Q. takes P.	6. Q. to K. B. third
7. P. to Q. third	7. B. to K. R. third
8. B. to Q. second	8. P. to Q. fourth
9. B. takes Q. P.	9. Q. to Q. Kt. third (check)
10. K. to R. square	10. B. to K. third
11. B. to Q. Kt. third	11. Kt. to K. second
12. B. takes P.	12. B. takes Q. B.
13. Q. takes B.	13. B. takes B.
14. R. P. takes B.	14. R. to B. square
15. Kt. to B. third	15. Kt. to Q. second
16. Q. R. to K. square	16. Castles
17. Q. to R. fourth	17. Kt. to Kt. third
18. Q. to R. third	18. P. to Q. B. third
19. P. to Q. fourth	19. Q. takes Q. P.
20. R. to Q. square	20. Q. to Kt. fifth
21. Kt. to Q. R. fourth	21. Kt. to K. fourth
22. R. to Q. R. square	22. K. to Kt. square
23. Q. to K. Kt. third	23. P. to K. R. fourth
24. R. to Q. R. third	24. Q. takes K. P.
25. R. to K. square	25. Q. to K. Kt. fifth
26. Q. to K. B. second	26. R. to K. Kt. square
27. P. to K. R. third	27. Q. to Kt. sixth
28. Q. to K. second	28. P. to K. B. fourth
29. Kt. to B. third	29. Kt. to K. Kt. third
30. R. to K. Kt. square	30. Kt. to R. fifth
31. R. to R. fourth	31. Q. R. to K. square
32. Q. to R. fifth	32. Kt. takes P.
33. Q. takes R. P.	33. R. to K. eighth

And Black resigns.

SOLUTIONS TO PROBLEMS.

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White.	*Black.*
1. B. to Q. B. fifth (check)	1. K. takes B.
2. Q. to Q. Kt. fourth (check)	2. K. to Q. B. third
3. Kt. to Q. fourth (check)	3. K. to B. second
4. Kt. takes B. (check)	4. K. to Q. B. square
5. Q. to K. B. eighth (check)	5. K. to Q. Kt. second

6. Kt. to Q. B. fifth (check), and wins.

(Var. A.)

1.	1. K. to Q. B. fifth
2. Q. to Q. Kt. fourth (check)	2. K. to Q. sixth
3. Kt. to K. square (check)	3. K. to K. seventh
4. Q. to K. fourth (check)	4. K. to Q. eighth
5. Q. to K. B. third (check)	5. K. to Q. B. eighth
6. Kt. to Q. third (check)	6. K. to Q. B. seventh
7. Q. to K. second (check)	7. K. to Q. B. sixth

8. B. to Q. Kt. fourth (check), and wins.

No. 202. *Page* 335.

White.	*Black.*
1. B. to Q. B. third	1. K. takes Kt. (at K. seventh) or (A)
2. B. to Q. R. fifth	2. K. to B. third or (B)
3. B. to Q. eighth (check)	3. K. to B. fourth
4. Q. to K. R. third (check)	4. K. to B. fifth
5. Q. to K. B. third, mates	
(A)	
	1. K. takes Kt. (at K. Kt. fifth)
2. B. to K. square	2. K. to B. third
3. Kt. to Q. fifth (check)	3. K. to Kt. fourth, or (C)
4. Q. to K. R. third	4. Anywhere
5. B. to Q. second, mate	
(B)	
	2. K. to Q. second or third
3. Q. to Q. eighth (check)	3. K. to Q. B. third
4. Q. to Q. fifth, mate	
(C)	
	3. K. to K. third, or B. fourth
4. Q. to Q. B. eighth (check) or Q. to K. R. third (check) according to Black's last move	4. K. to Q. third, or Kt. fourth

5. B. mates at Q. Kt. fourth, or Q. second

No. 203. *Page* 336.

White.	*Black.*
1. R. to K. Kt. fourth	1. K. to K. sixth (A)
2. R. to K. fourth (check)	2. Q. mates next move.
(A)	
1.	1. B. takes R. or anything

2. Q. to K. B. square (check) and Kt. mates.

No. 204. *Page* 336.

White.	*Black.*
1. Q. to K. B. sixth	1. Q. takes Q. (A) (B) (C) (D)
2. Kt. takes R. (check)	2. K. moves

3. Kt. at Q. fifth mates, or takes Q. disc. mate.

(A)

1.	1. Q. takes B.

2. Q. to Q. B. sixth (check) and mates next move.

(B)

1.	1. Q. takes Kt.
2. B. to Q. fourth (check)	2. K. moves

3. B. to K. B. square, and mates.

(C)

1. | 1. R. takes Kt. at Q. fifth
2. Q. to K. B. second (check), and mates with Q.

(D)

1. | 1. R. takes Kt. at Kt. eighth
2. Q. to K. B. second (check) mating with Q. or by double check.

Should Black make other defences, White Queen would check accordingly, and mate next move.

No. 205. *Page* 351.

White.	*Black.*
1. Q. to K. seventh (check)	1. K. to Q. fifth (best)
2. K. R. to Kt. second	2. Q. takes R., or P. to Kt. fifth
3. Kt. to K. B. fifth	3. Q. to K. B. sixth
4. Kt. to K. B. third	4. Q. takes Q. P.
5. Q. R. takes Q.	5. Q. Kt. any move
6. B. to his third	6. K. Kt. to K. fourth
7. Q. to Q. R. seventh	7. K. Kt. any move
8. Q. to K. B. sixth	8. P. takes B.
9. Q. to K. fourth	9. R. moves
10. Kt. takes P.	10. Q. to Kt. fifth
11. R. takes Q. and mates.	

No. 206. *Page* 351.

White.	*Black.*
1. Q. to Q. B. third (check)	1. Q. covers (A) (B)
2. Kt. to Q. B. fourth (check)	2. B. takes Kt.
3. Q. to Q. Kt. second (check)	3. Q. takes Q. and mates.
(A)	
1.	1. R. covers
2. Q. to Q. R. fifth (check)	2. Kt. covers
3. Kt. to Q. Kt. square (check)	3. R. takes Kt. and mates.
(B)	
1.	1. Kt. covers (check)
2. Q. takes Kt. (check)	2. R. or Q. takes Q.

and Kt. forces mate at Q. Kt. square.

No. 207. *Page* 352.

White.	*Black.*
1. Q. to K. R. sixth	1. K. takes R. or (A)
2. Q. to K. third (check)	2. K. to Q. B. fifth
3. Q. to B. third and mates	
(A)	
1.	1. K. takes P.
2. R. to K. B. fourth (check)	2. K. to K. fourth
3. Q. to B. sixth, and mates.	

No. 208. *Page* 352.

White.	*Black.*
1. Kt. to K. second (check)	1. P. takes Kt. (dis. check)
2. Kt. to K. B. second, (dis. checkmate).	

No. 213. Problem by J. C. ROLL, Esq.

BLACK.

WHITE.

White to move, and mate in three moves.

No. 214. Problem by J. J. WATTS, Esq.

BLACK.

WHITE.

White to move, and mate in four moves.

No. 215. Problem by W. T. PIERCE, Esq.

BLACK

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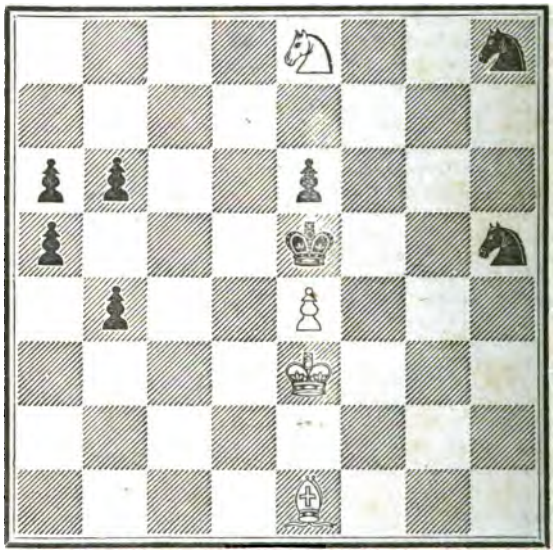
BLACK.



WHITE.

White to move, and mate in four moves.

No. XXV.] [Vol. III.

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CHESS PLAYER'S CHRONICLE,

(THIRD SERIES).

JANUARY, 1861.

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(THIRD SERIES).

THE PROBLEM DEPARTMENT UNDER THE DIRECTION OF

HERR KLING.

JUNE, 1861.

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HERR KLING.

AUGUST, 1861.

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OCTOBER, 1861.

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